

SONIC

SPECIAL
3RD
BIRTHDAY ISSUE!

THE COMIC

TRIPLE TREAT

3
NEW
STORIES

MIRACLE
PLANET!

REVOLUTION!
GROUNDED!

FREE SPINNER!

FREE GIFT MISSING?
ALERT YOUR
NEWSAGENT
NOW!



EARTHWORM
JIM 2 & ZONE!

SEGA WORLD
NEWS!



WIN!

80 SEGA T-SHIRTS

UP FOR GRABS!



YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Way to go! Three whole years of suffering the humes-who-think-they're-in-charge have paid off! It does my pleasure circuits the power of good to tell you that the UK's official Sega-powered comic has reached its triple birthday issue (stirring round of applause!).

I'm glad I installed my heavy-duty batteries, 'cos not only is there a fabulous free gift - the super Sonic Spinner on the front cover - but there are three new stories...

Sonic stars in Return to the Miracle Planet and Revolution, and there's even a treat for Tails fans in a complete new story, called Grounded. Alas, the Ghost Ship sails into the sunset with the final episode (let STC know if you want to see more of Captain Plunder).

There's also a Sega compo where you could win one of 80 T-shirt's, plus there's news on Segaworld... and just in case you missed the launch, there's a chance to scope out the Sega Saturn game True Pinball in the Review Zone. All this, and of course, the regular Q Zone wriggles your way in the form of Earthworm Jim 2.

Gotta go now, those lazy humes want more crispy bits and squash! I'd just like to say a mega-huge thank you to the Boomers who have stuck with STC since the onset, and to those who have joined along the way. Believe me, you ain't seen nothing yet!

Megadroid

ALL CHANGE! STC on sale Wednesdays!

So much for the old hume saying about Wednesdays being full of woe! As from 12 June, Wednesdays are going to be a lot brighter. As from the next issue (STC 80), Sonic and co will be available in the shops every alternate Wednesday (not Saturday).

Could this be a ploy by Doctor Robotnik to try and baffle you Boomers? Don't be foiled, make a note in your calendars and choose Wednesdays as your fave day of the week (fortnight!).



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CONSULTANT: RICHARD BURTON
PRODUCTION: SARAH COLLEY
MARKETING MANAGER: GARY BELL

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SEGA

COMPILED BY
HALL OF FAME
ChartTrack

↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 NEW TOY STORY
- 2 ↓ FIFA SOCCER '96
- 3 ↓ SONIC AND KNUCKLES
- 4 ● SONIC THE HEDGEHOG 2
- 5 ↑ ECCO 2: THE TIDES OF TIME
- 6 ↓ MICKEY MANIA
- 7 ↓ TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ MICRO MACHINES '96
- 9 ● PSYCHO PINBALL
- 10 RE PGA TOUR GOLF '96

SATURN

- 1 NEW WIPE OUT
- 2 ↑ VIRTUA COP
- 3 NEW MAGIC CARPET
- 4 ↓ SEGA RALLY
- 5 ● VIRTUA FIGHTER 2
- 6 ↓ FIFA SOCCER '96
- 7 ↓ D
- 8 ↓ WORMS
- 9 ↑ FIRESTORM: THUNDERHAWK 2
- 10 ↓ FI CHALLENGE

MEGA-CD

- 1 ● EARTHWORM JIM
- 2 ● SOULSTAR
- 3 ● B.C. RACERS
- 4 ● BRUTAL: PAWS OF FURY
- 5 ↑ ETERNAL CHAMPIONS
- 6 ↓ WORLD CUP USA '94
- 7 ● SNATCHER
- 8 RE TOMCAT ALLEY
- 9 RE JAGUAR XJ220
- 10 RE SILPHEED

GAME GEAR

- 1 ● SONIC CHAOS
- 2 ● TAZ-MANIA: ESCAPE FROM MARS
- 3 ↓ SONIC THE HEDGEHOG 2
- 4 RE FIFA SOCCER '96
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 RE REN AND STIMPY
- 7 ↓ SONIC THE HEDGEHOG
- 8 ↓ THE LION KING
- 9 ↓ MORTAL KOMBAT 2
- 10 RE DYNAMITE HEADDY

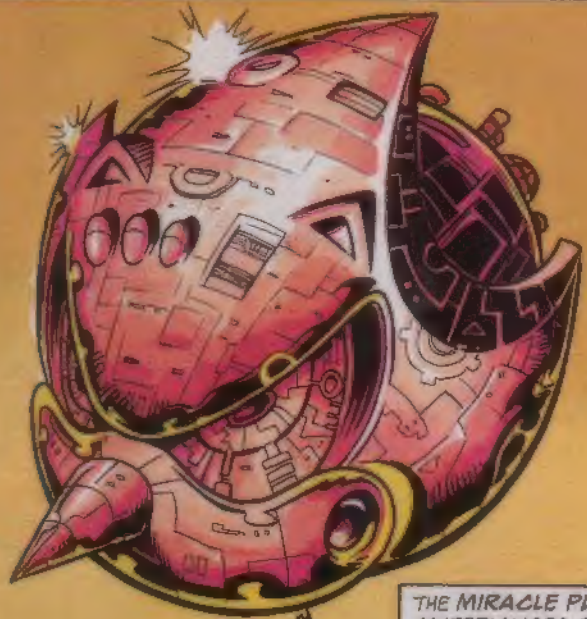
SONIC

THE HEDGEHOG

Return to the Miracle Planet

Script: NIGEL KITCHING Art: ROB CORONA
Colouring: STEVE WHITE Lettering: ELLIE DE'VILLE

COMPLETE
STORY



THE MIRACLE PLANET
MATERIALISES OVER
MOBIUS ONCE A MONTH.

ONCE FERTILE AND GREEN,
IT NOW BEARS THE SCARS
OF THE BROTHERHOOD
OF METALLIX.

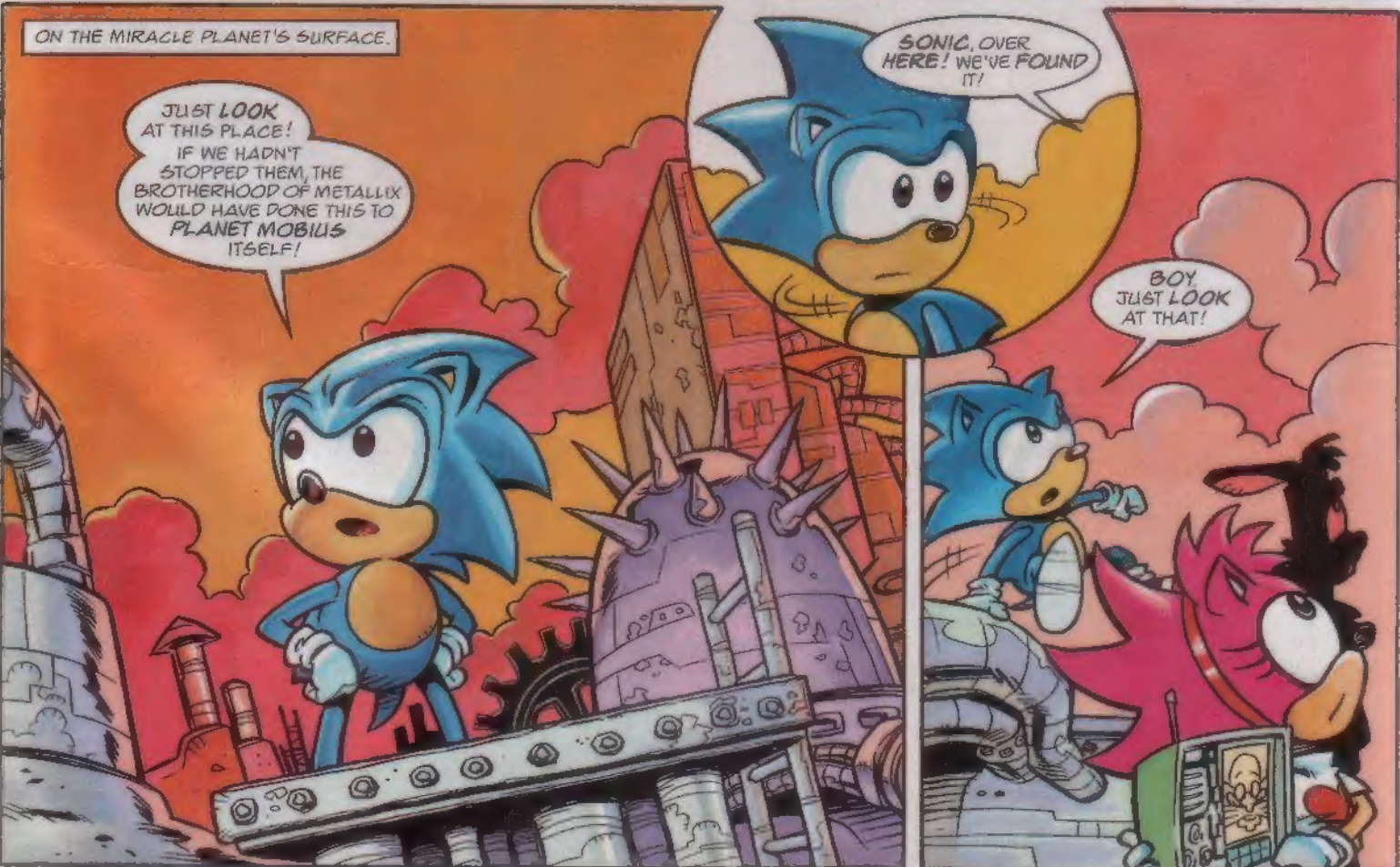
THIS IS THE MIRACLE PLANET'S
FIRST APPEARANCE SINCE THE
METALLIXES WERE DESTROYED.

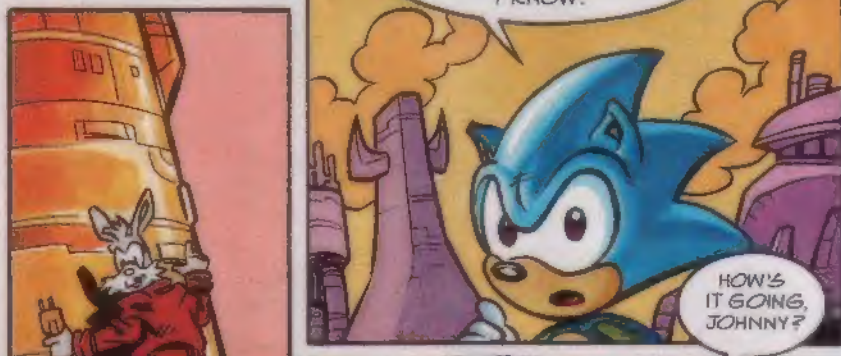
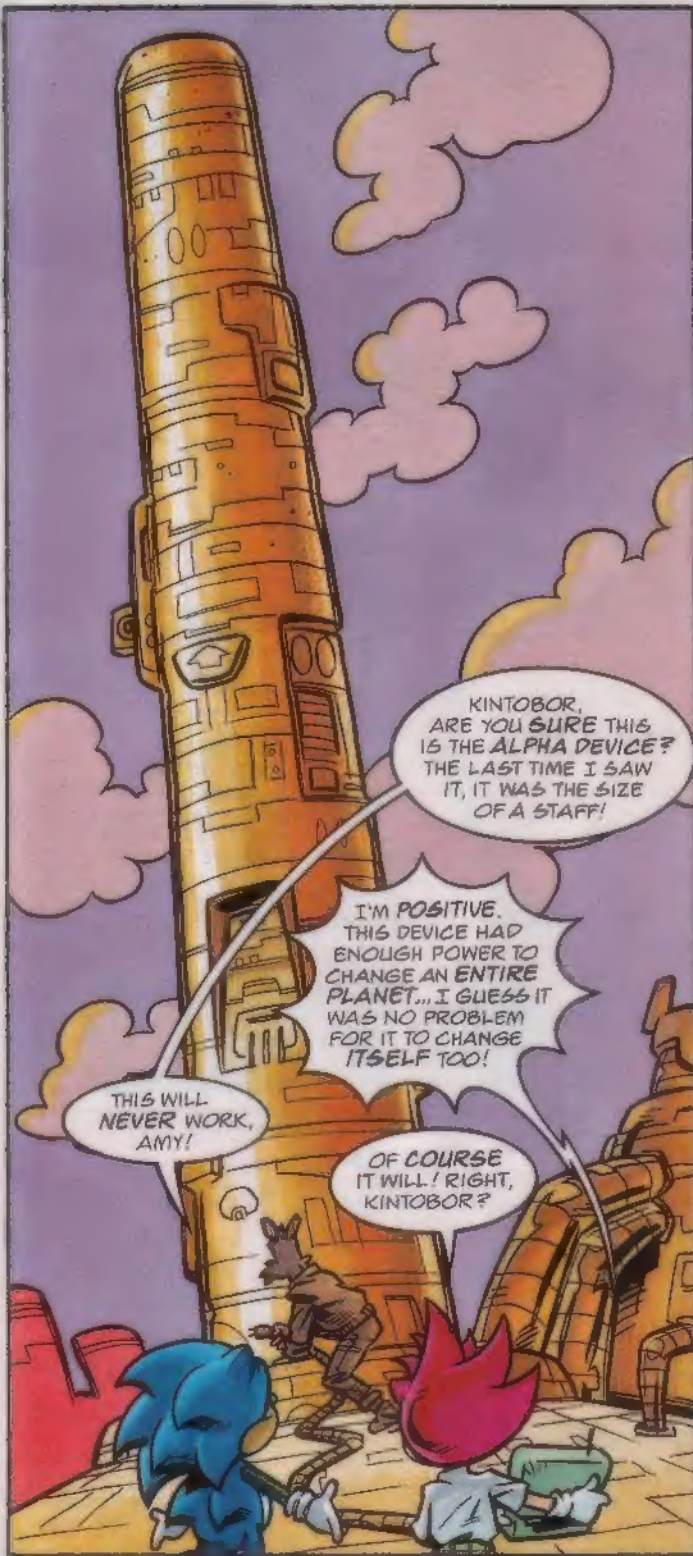
ON THE MIRACLE PLANET'S SURFACE.

JUST LOOK
AT THIS PLACE!
IF WE HADN'T
STOPPED THEM, THE
BROTHERHOOD OF METALLIX
WOULD HAVE DONE THIS TO
PLANET MOBIUS
ITSELF!

SONIC, OVER
HERE! WE'VE FOUND
IT!

BOY
JUST LOOK
AT THAT!







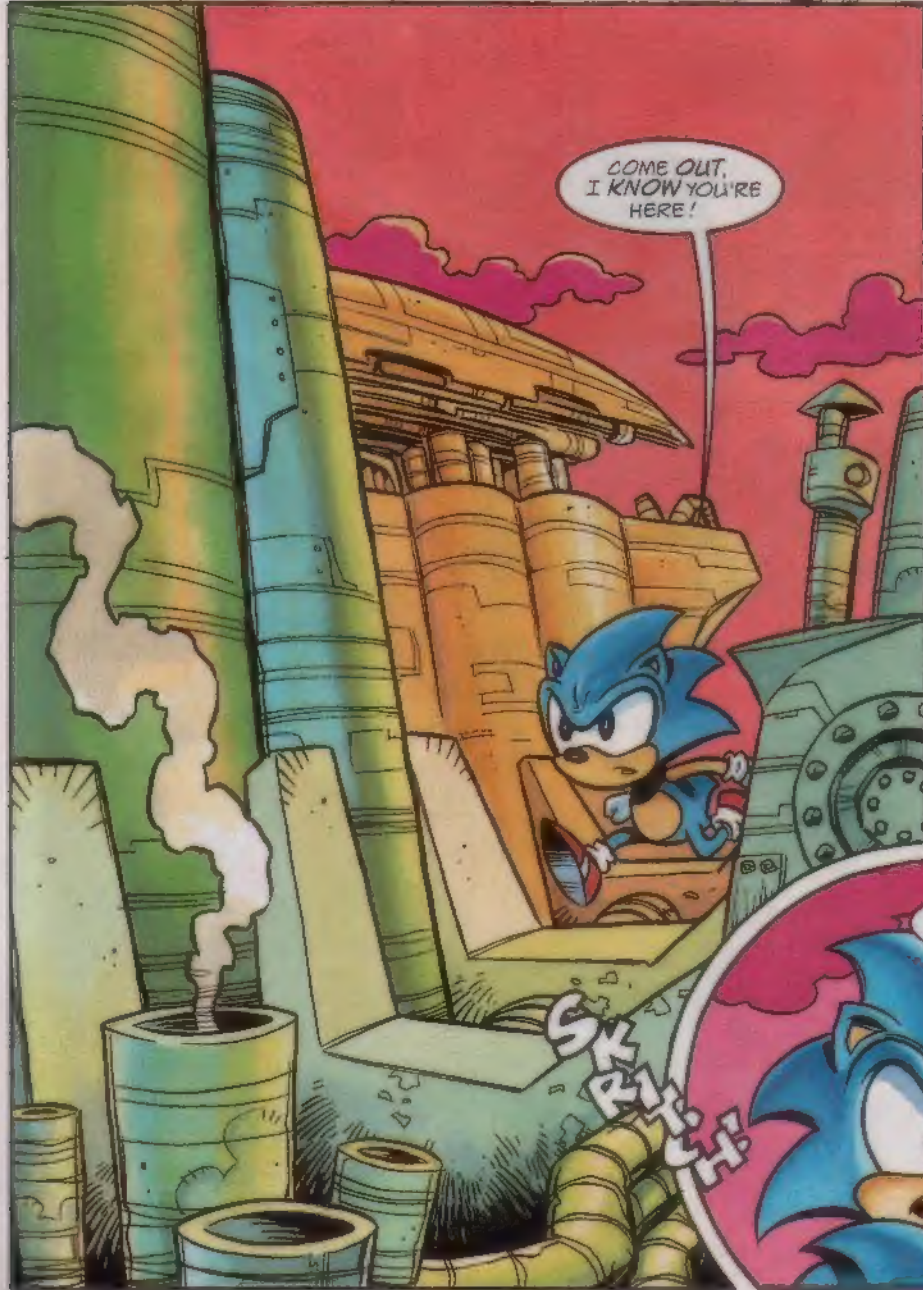
WE'RE NOT ALONE HERE... I'LL CHECK IT OUT!

COME ON, SONIC - WE KNOW THAT ALL THE METALLIXES WERE DESTROYED!



I KNOW WHAT I SAW!

AND BESIDES, I'M FED UP STANDING AROUND LIKE A SPARE PART!



COME OUT, I KNOW YOU'RE HERE!

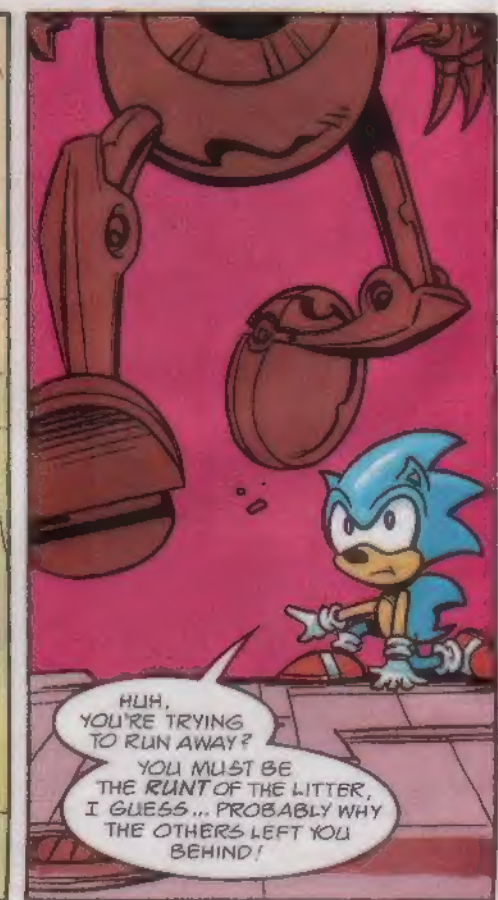
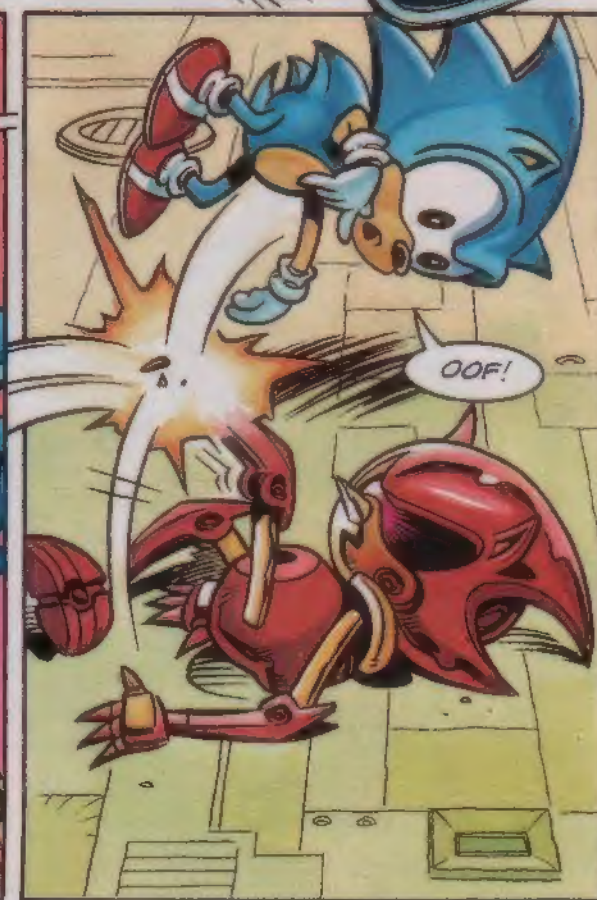
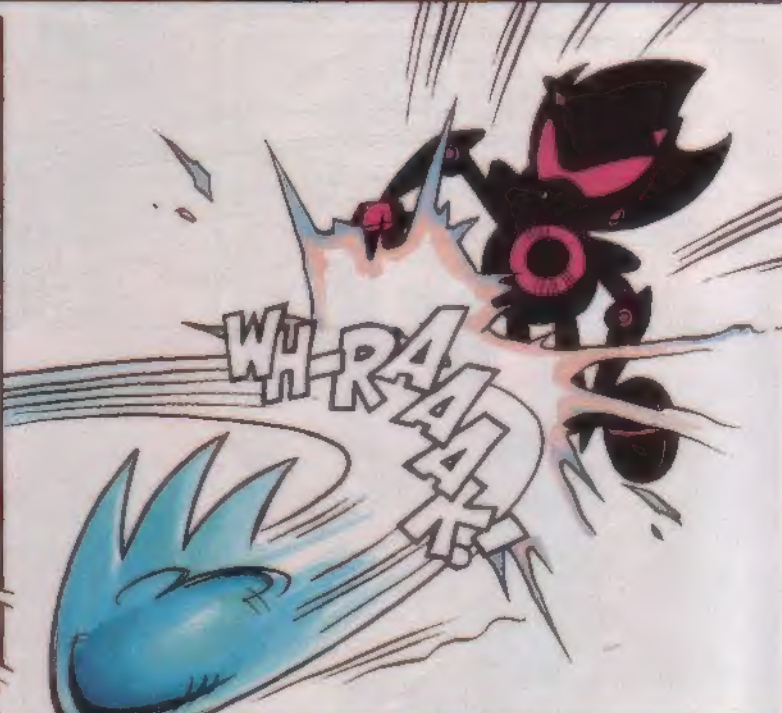
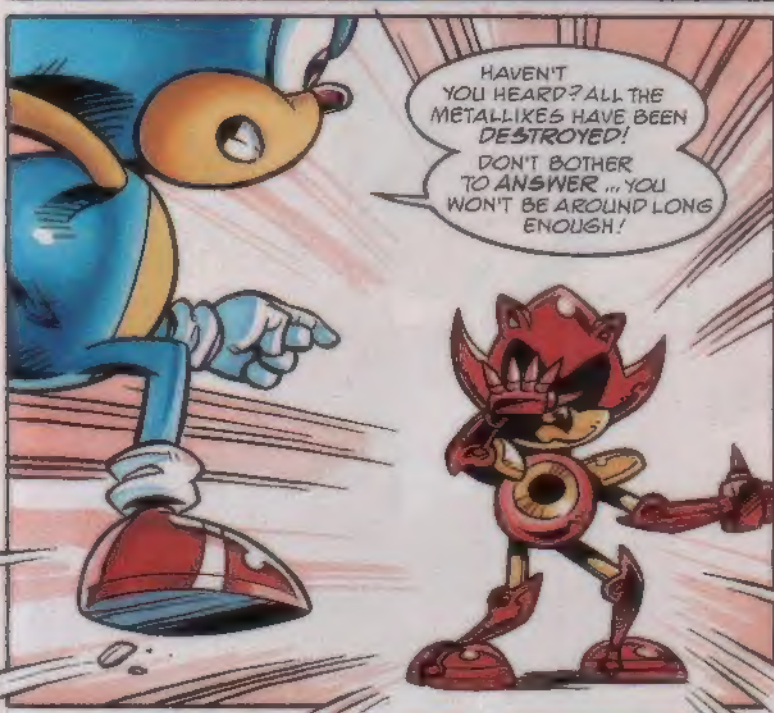
SK RIK CH!

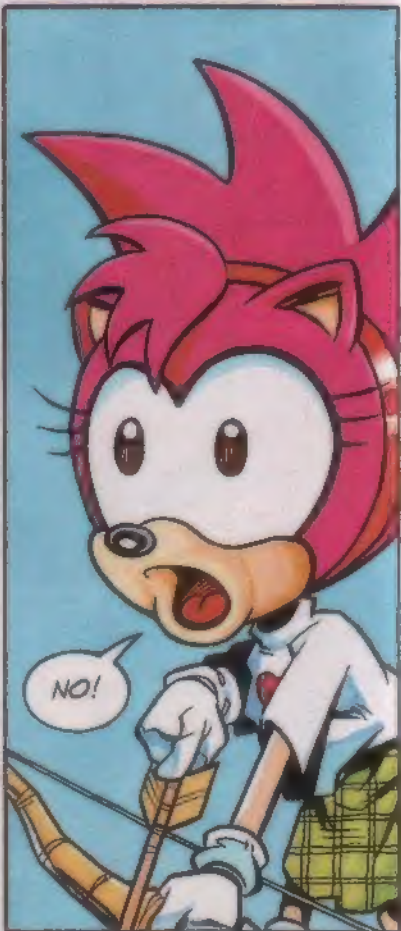
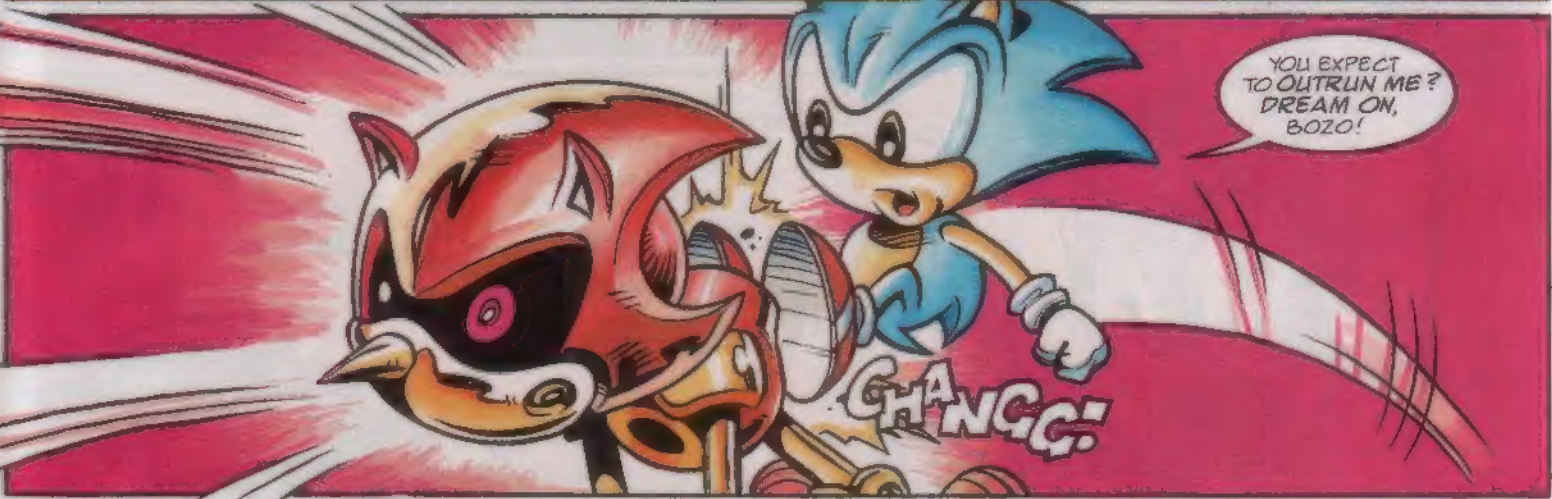
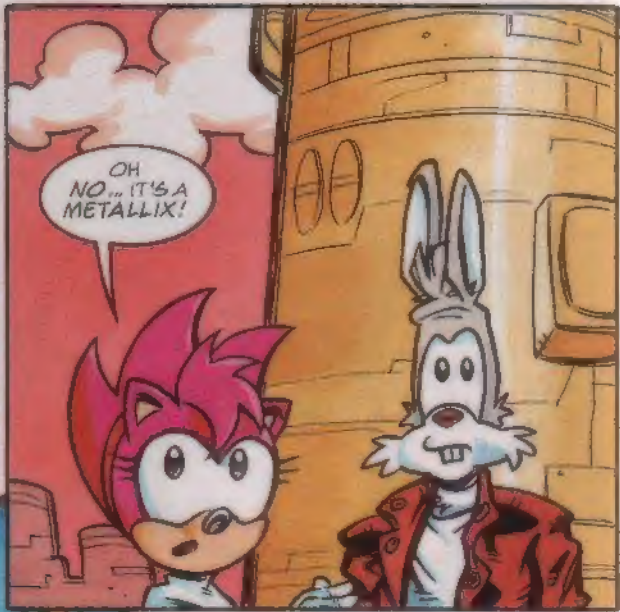
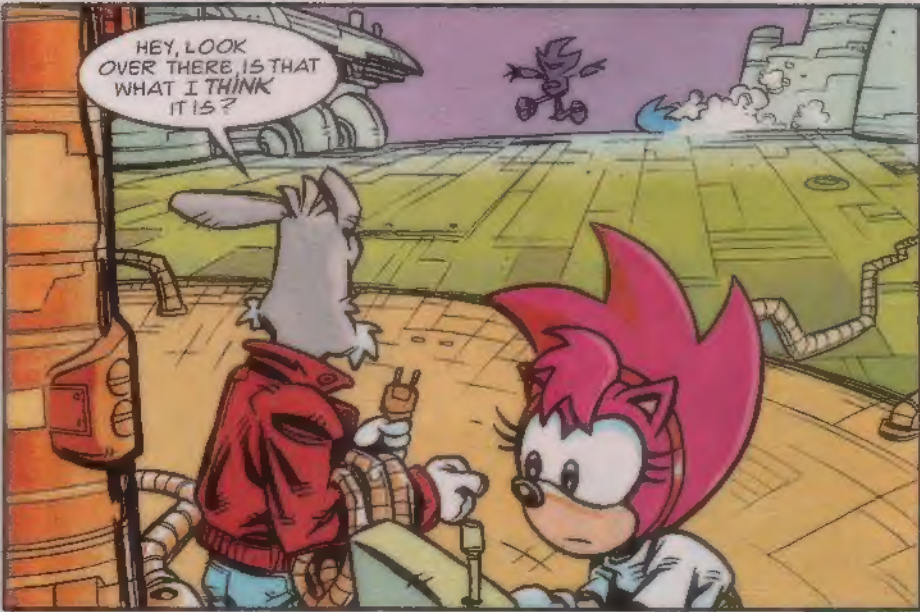


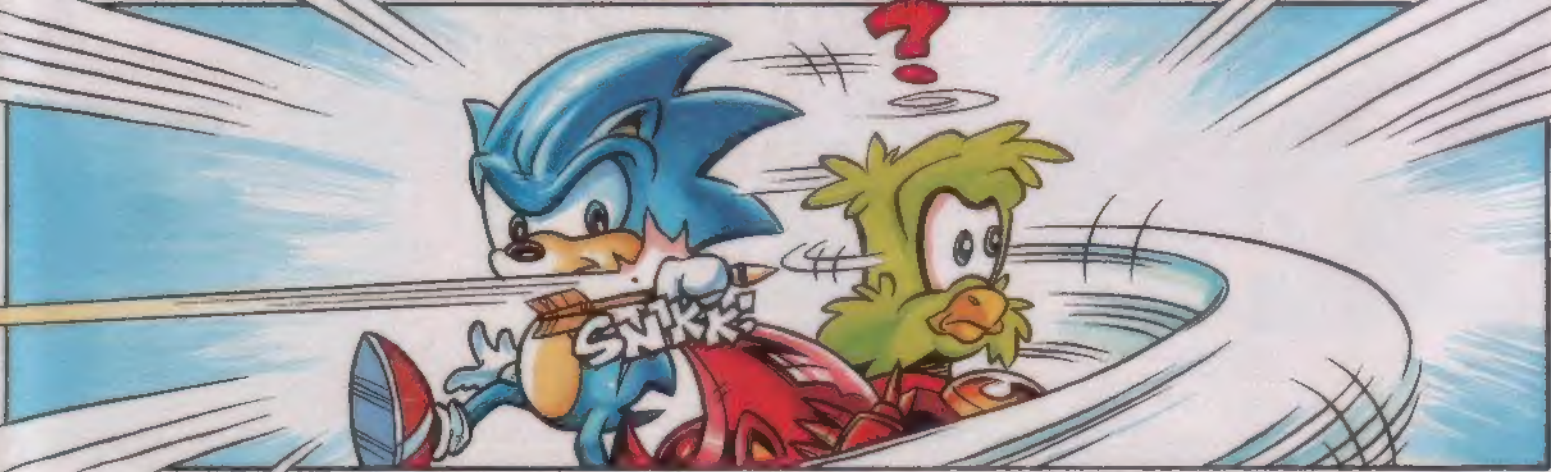
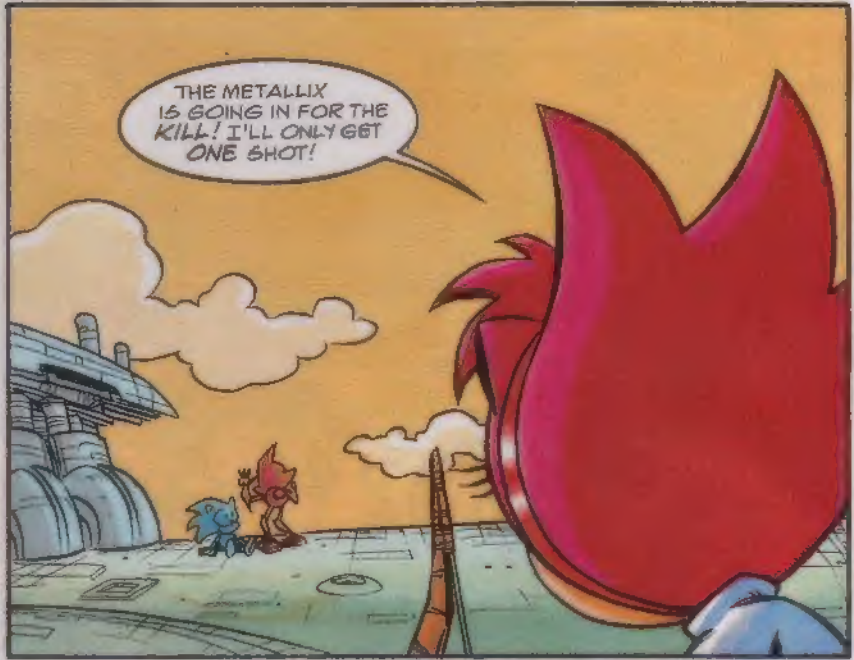
GIVE UP, BUDDY! YOU CAN'T GET AWAY FROM ME!

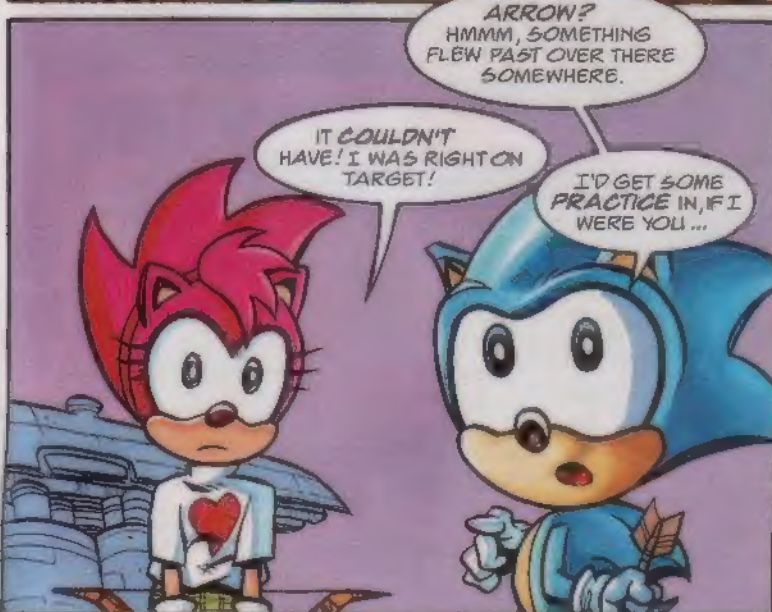
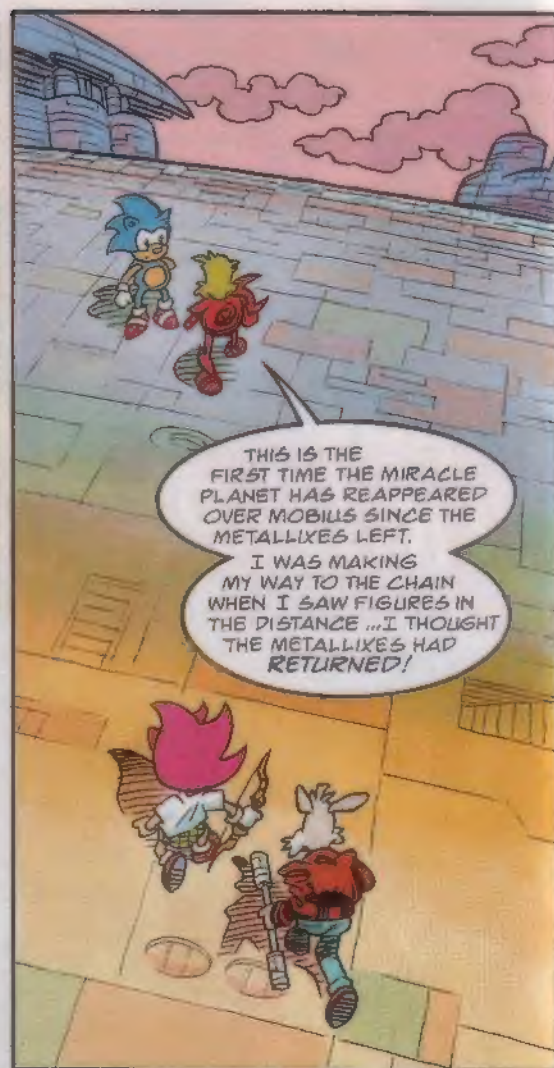
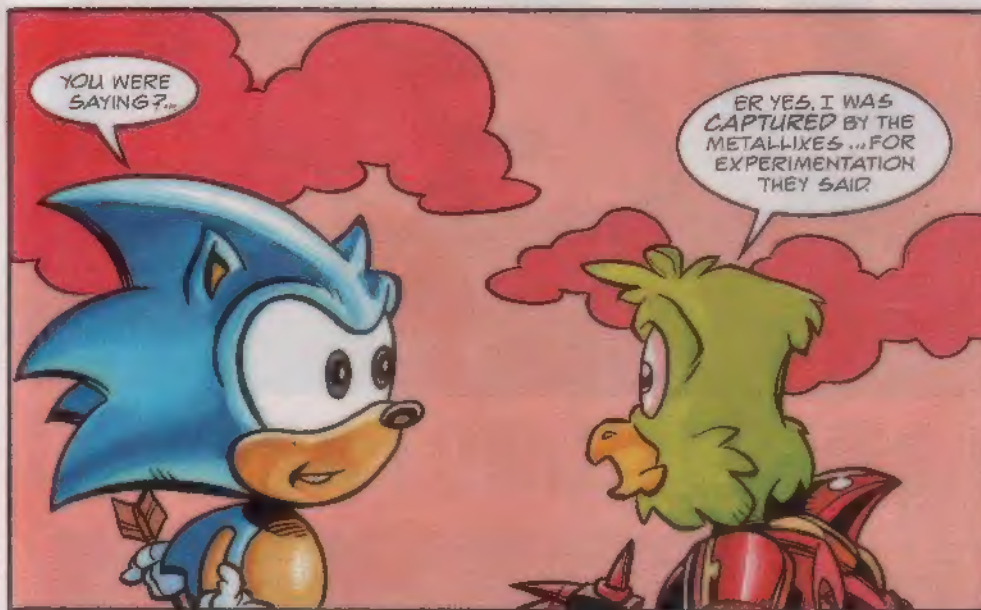


AH HA!









REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SEGA'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG FINE CITY
OVER 90 = MEGA CITY

TRUE PINBALL

Reviewed by David Gibbon

SATURN

GAME TYPE: PLATFORM
PLAYERS: 1-8

PUBLISHER: OCEAN
PRICE: £44.99

RELEASE DATE: MAY
AGE RANGE: 8+

You'll either love Pinball or hate it, but for all those who experienced playing *Psycho Pinball* on the Mega Drive, you'll know how addictive and fun it really can be.



Unlike most other pinball games, *True Pinball* for the Saturn is different in that it's played using either a 2D or 3D perspective. Graphically superb, using 32,000 colours, the game has four

different tables, which range from Law 'N' Justice through to Extreme Sports, as well as dozens of sub games such as casinos,



gyms and shooting ranges. Each table can be tilted through a number of 3D angles, offering increased playability and gameplay.

With up to eight people playing and up to 10 balls on the table at any time, *True Pinball* is a game that offers so much excitement and fun that you'll still be going back to play it in six months time!

FINAL COUNTDOWN

RAVES

Fast, addictive and exciting with excellent graphics.

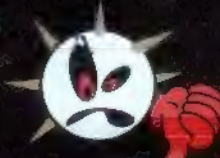


GRAPHICS 90

SOUND 82

GRAVES

Pinball may not be everyone's ball game!



PLAYABILITY 85

OVERALL 86



THE POWER OF THE SACRED IDOL HAS
TRANSPORTED KNUCKLES BACK TO THE
SHIP OF THE THREE EVIL TANTAROR.

HIS PLANS TO RESCUE THE PRISONERS
ON BOARD HAVE ALREADY GONE WRONG!

RETURN
TO US THE IDOL OF
TANTARAGOR.

YOU'VE
DOOMED YOURSELF
TRYING TO RESCUE US,
FRIEND.

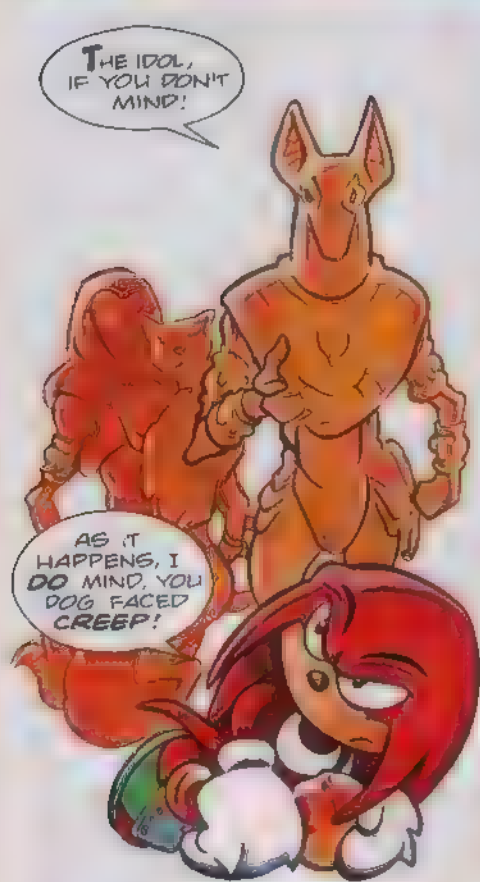
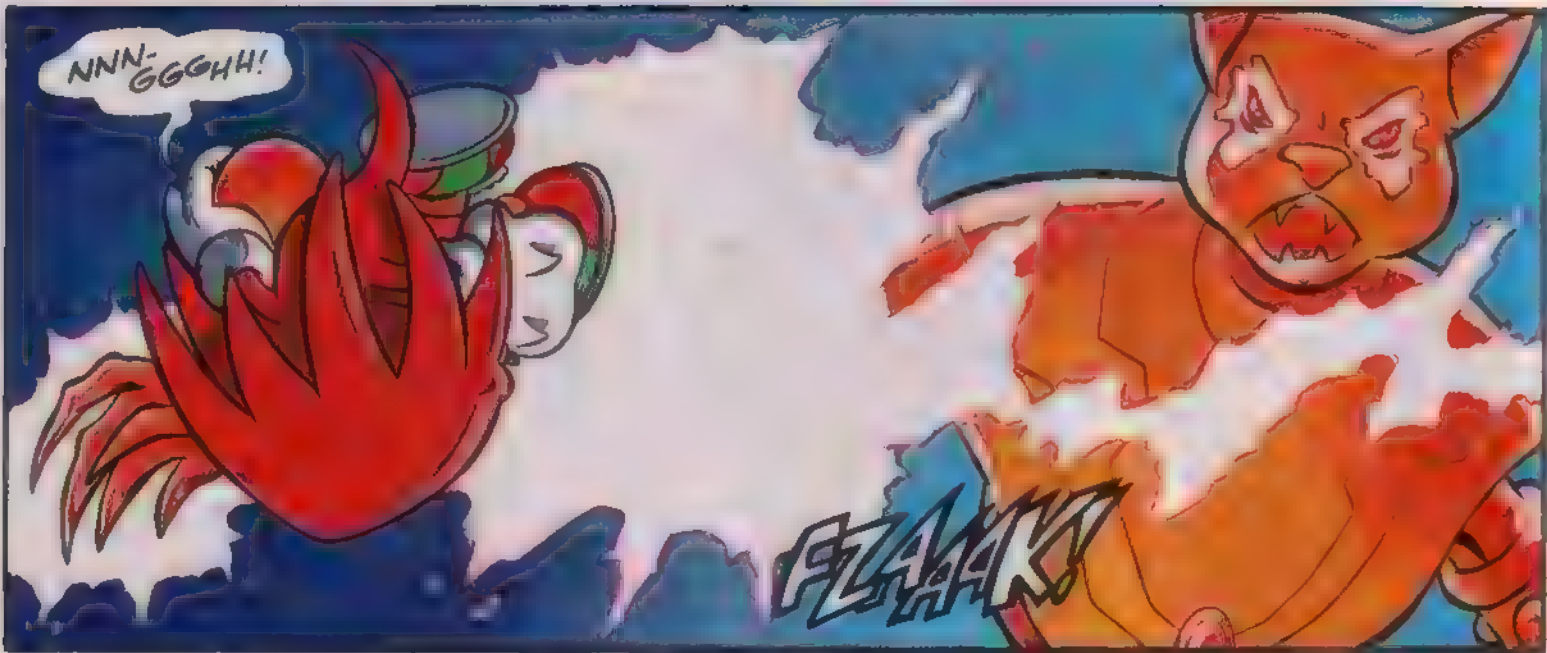
YOU
CAN'T BEGIN
TO IMAGINE
THE POWER
OF THESE
CREATURES!

I KNOW...
I'VE SEEN WHAT
THESE MONSTERS
ARE CAPABLE
OF!

I REALISE
HOW SLIM MY
CHANCES ARE
AGAINST
THEM...

KNUCKLES GHOST SHIP

BUT
NOTHING CAN
STOP ME FROM
TRYING!



THE IDOL,
IF YOU DON'T
MIND!

AS IT
HAPPENS, I
DO MIND. YOU
DOG FACED
CREEP!



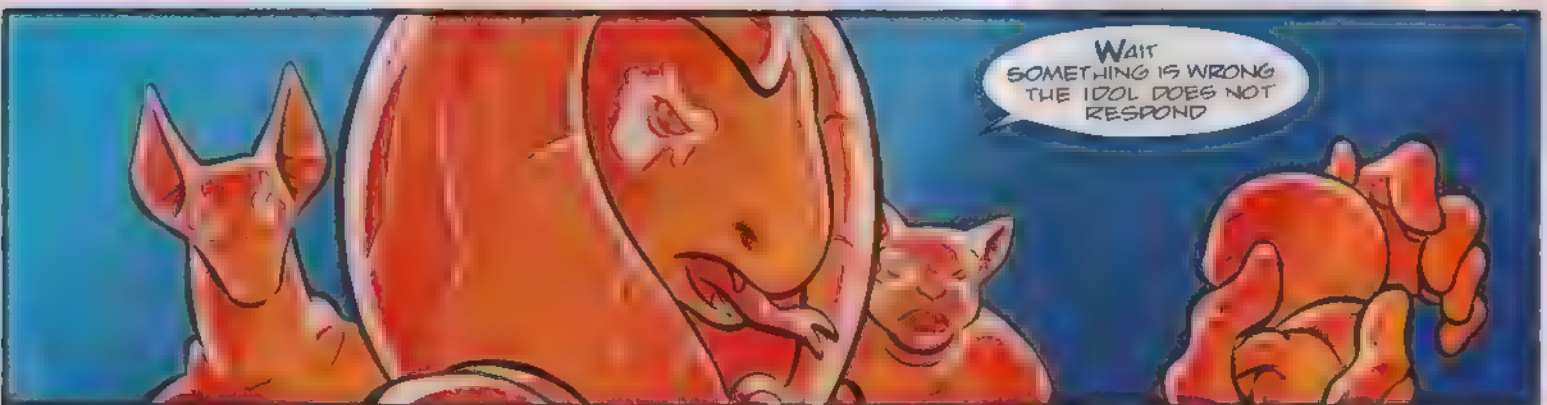
YOU
CAN NOT PREVENT
ME WE HAVE MAGICAL
POWERS BEYOND YOUR
UNDERSTANDING.

YAAAA!

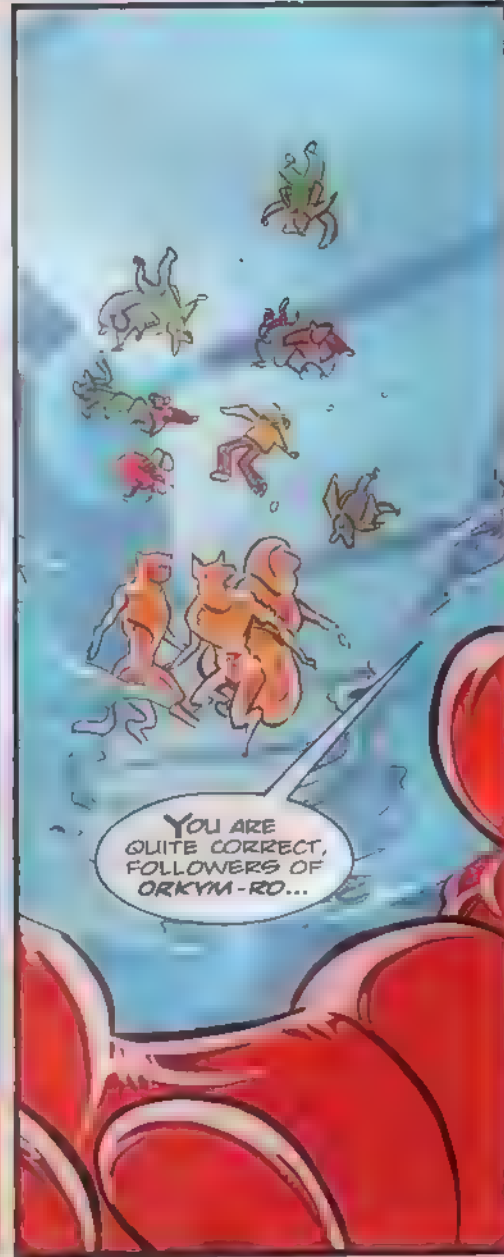
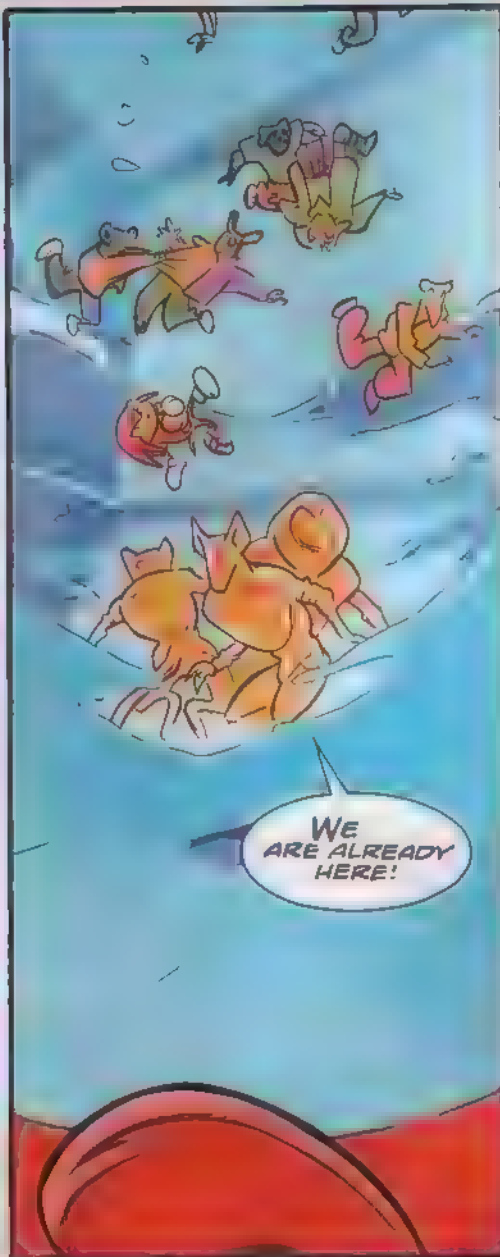


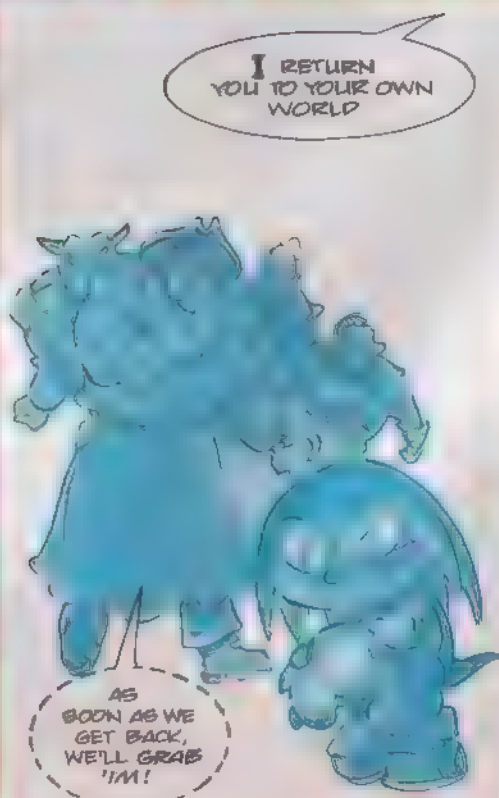
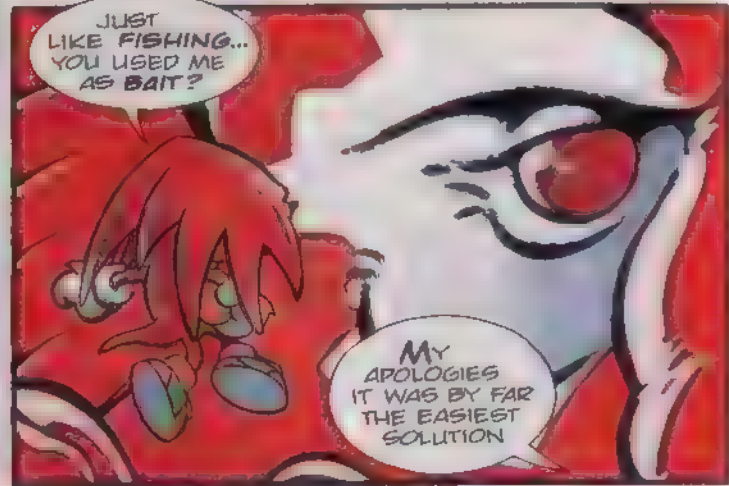
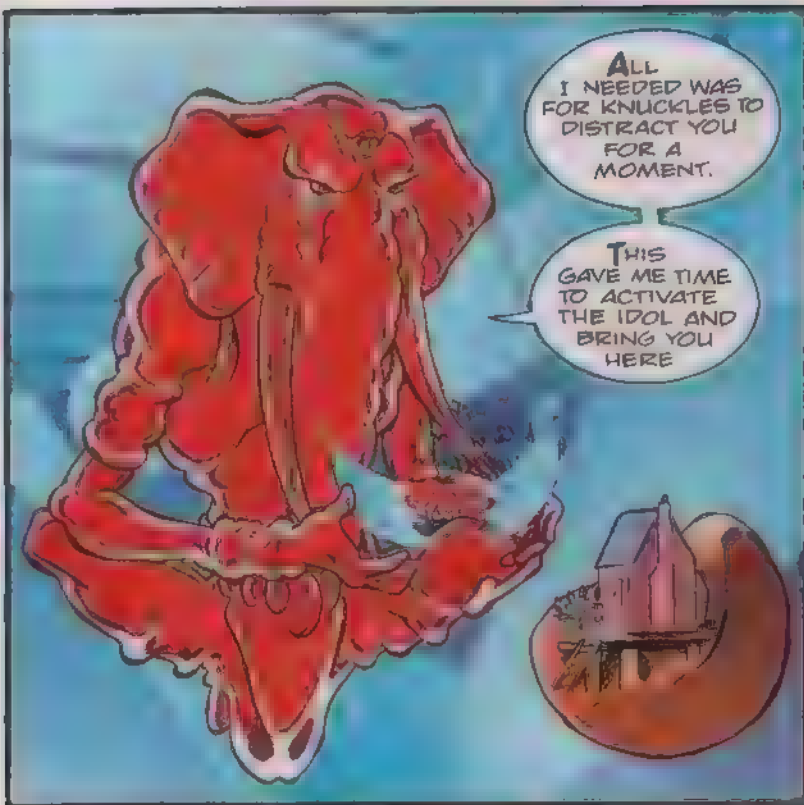
AH...
AH... AH...

NOW,
WE CAN RETURN
TO OUR OWN
DIMENSION. THE
ECHIDNA WILL
MAKE A FINE
ADDITION TO OUR
SLAVES



WAIT
SOMETHING IS WRONG
THE IDOL DOES NOT
RESPOND







ALL
RIGHT KNUCKLES
ME LAD, HAND OVER
THE IDOL OF
TANTARAGOR!

I DON'T
HAVE IT, PLUNDER...
I GUESS EKKLETOS
DECIDED TO HANG
ON TO IT!



WE HAD
A DEAL! I GIVE
YOU THE TRUNK
FULL OF DOCUMENTS
ABOUT THE FLOATING
ISLAND AND YOU
GET ME THE
TANTARAGOR
IDOL!

NO
IDOL, NO
DEAL!



I'VE
HAD JUST ABOUT
ENOUGH OF EE,
PLUNDER, YOU
BLUNDERING OAF!
YOU MIGHT'VE GOT
US ALL KILLED
WITH YOUR TOM-
FOOLERY!

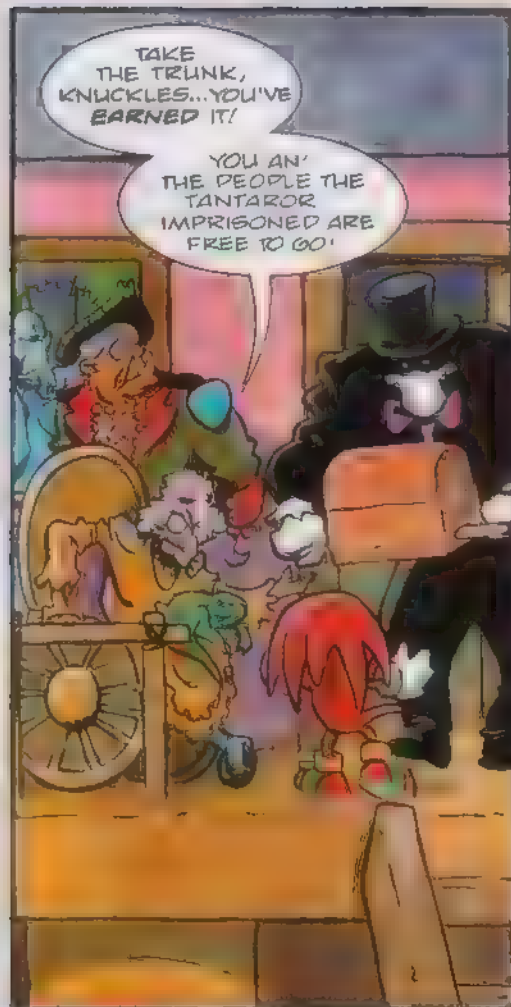
ZORABEL...
I FORGOT SHE
WAS HERE!



I'M
QUEEN AROUND
HERE AN' WHAT I
SES GOES!

YES,
BUT...

SHUT IT,
PLUNDER!



TAKE
THE TRUNK,
KNUCKLES...YOU'VE
EARNED IT!

YOU AN'
THE PEOPLE THE
TANTAROR
IMPRISONED ARE
FREE TO GO!



TOM,
FETCH ME MY
KNUCKLE-
DUSTERS.

THERE'S
A COUPLE OF
THINGS I WANT TO
EXPLAIN TO CAPTAIN
PLUNDER!

The End

NEXT ISSUE: CRASHING BACK, THE CHAOTIC CREW!

SEGA WORLD

IS COMING...

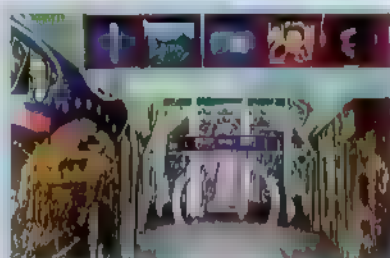
REPORT BY CHRISTOPHER JONES.

This August sees the opening of Segaworld at the Trocadero in Piccadilly Circus, London. Work is already well under way to create a next generation theme park, spread over an incredible seven floors and packed with cutting edge games technology.



Sega's first futuractive indoor theme park giving the public a taste of the future of games entertainment was the Joypolis, which opened in 1994 in Japan. This has been a huge success with around one million people visiting each year.

Segaworld will be a futuristic technological paradise in the heart of London. Upon entry you will be zoomed up to the top floor by rocket escalator and then you can work your way down the floors, encountering the uniquely themed levels containing special rides and interactive experiences. Some of the themed areas include the Sports Area, Combat Zone, Race Track and Flight Deck.



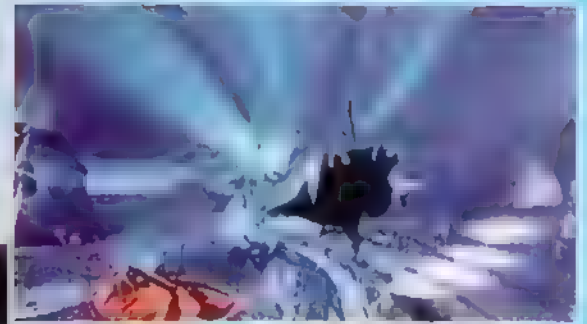
For example, if looking down on the 'Space Mission' ride, your clothes will transform into a space suit! With a moving ride linked up to the projected images,

visitors will be able to interact with their surroundings.

The other five rides that will feature this exciting technology will be *Beast in Darkness*, *AS1-Simulator*, *Mad Bazooka*, *Ghost Hunt* and *Aqua Planet*. In fact, during tests on the *Aqua Planet*,

an under sea adventure, people actually held their breath because it seemed as though



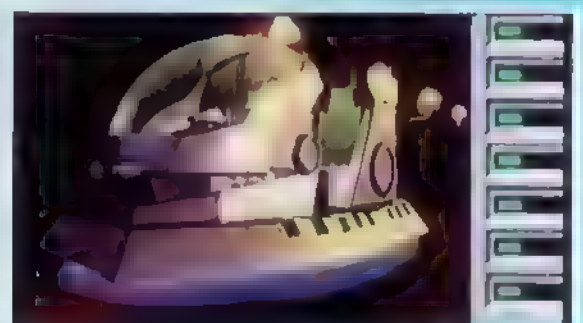
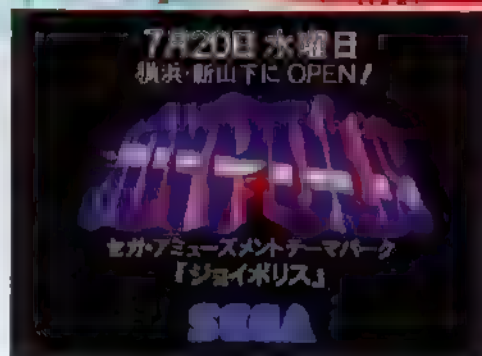


they were really under water! The thrill of these rides is obvious; each visitor will feel like their time in the game was totally original and directly related to them.

Segaworld is expected to cost about £10-£15 in admission and it is thought that the average time spent trying out all the rides will be about four to five hours ... Pretty thirsty work, but don't worry, there will be places to get food plus special Sega shops selling Sega goodies!

With one major new attraction set to open every year and new technological developments rapidly incorporated, Segaworld will be a continual out-of-this-world experience.

Watch out for more Segaworld news in *STC*.



TAILS

GROUND

Script: LEW STRINGER Art: ROB CORONA
Colouring: GINA HART Lettering: TOM FRAME

COMPLETE
NEW
STORY

THE AQUATIC RUIN ZONE,
ON PLANET MOBIUS...

SONIC SENT ME HERE TO INVESTIGATE
RUMOURS OF A NEW BADNIK SEEN AROUND THE
OLD RUINS. BUT NO SIGN OF ANYTHING YET!

UHP! LOOKS
LIKE I SPOKE
TOO SOON!

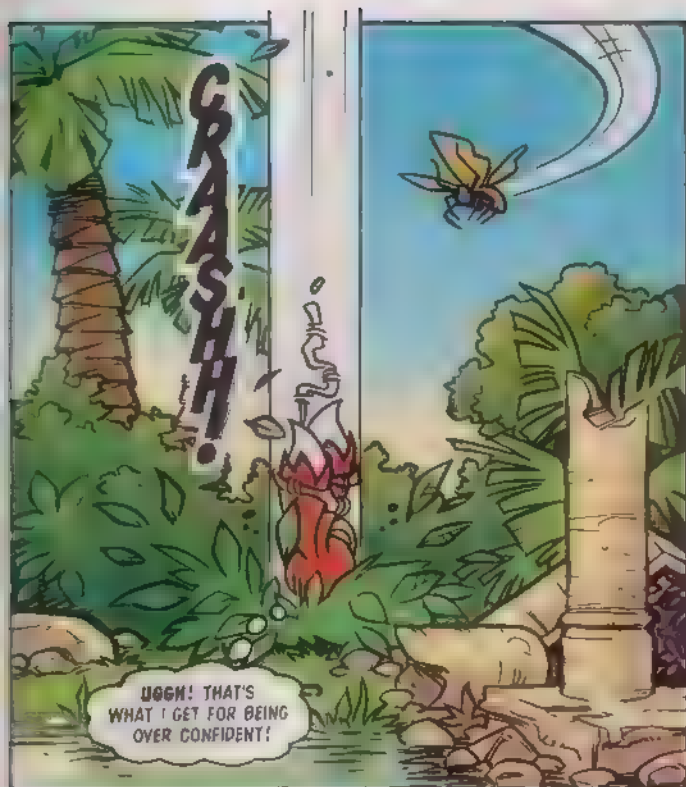
PITY SONIC, AMY AND JOHNNY
AREN'T HERE TO HELP" BUT I
SHOULD BE ABLE TO TACKLE
THIS ON MY OWN, NO
PROBLEM!

"THE REST OF THE GANG ARE IN
THE METROPOLIS ZONE
SEE "SONIC'S WORLD" IN THIS
ISSUE - May 1991

FFSSSSSS!

YEEK!

MY TAILS ARE
TIED TOGETHER! CAN'T
FLY! HELLLP!



UGH! THAT'S
WHAT I GET FOR BEING
OVER CONFIDENT!



UHHH . GOTTA PULL
MYSELF TOGETHER
BEFORE THAT BADNIK
COMES BACK TO
FINISH ME OFF!



WHUUF!

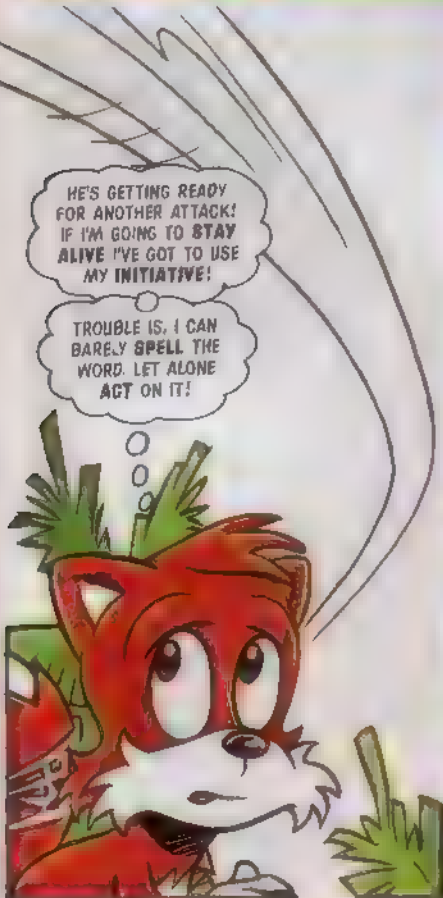
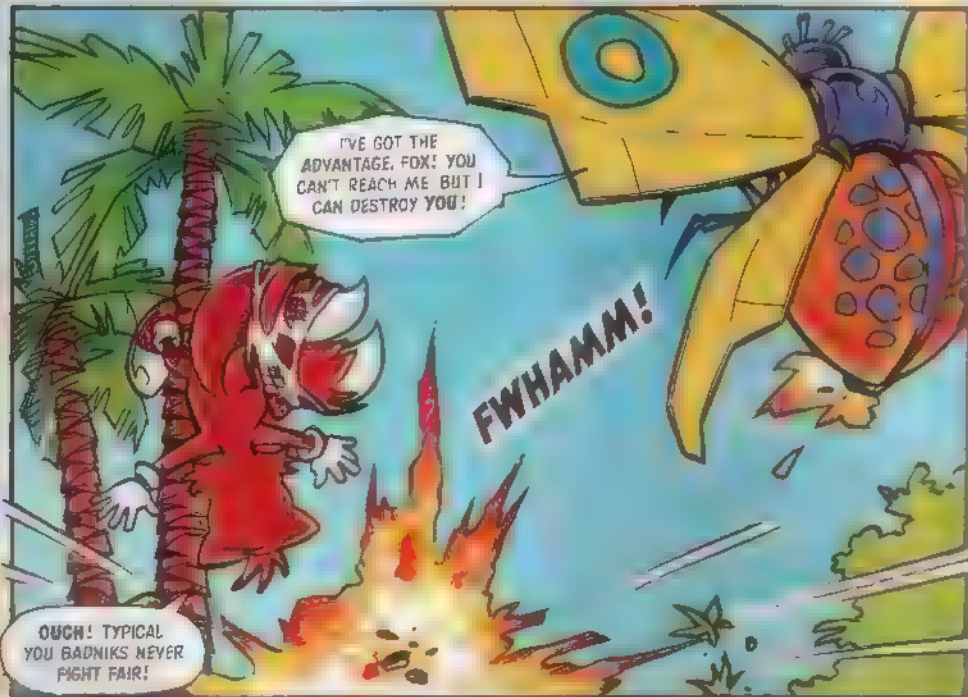
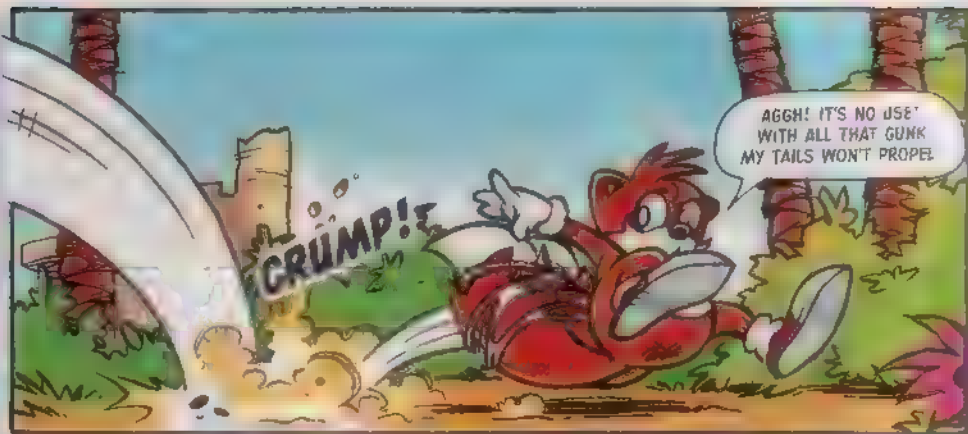
YIPES! THIS BADNIK
SHOOTS FIRE BOMBS AS
WELL! WHAT KIND OF
DUDE IS IT?

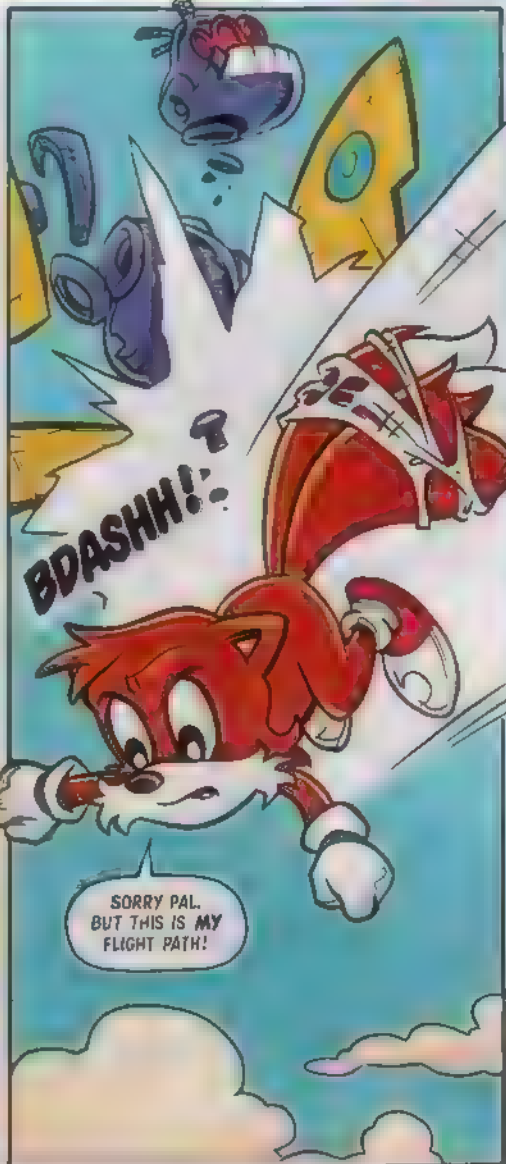
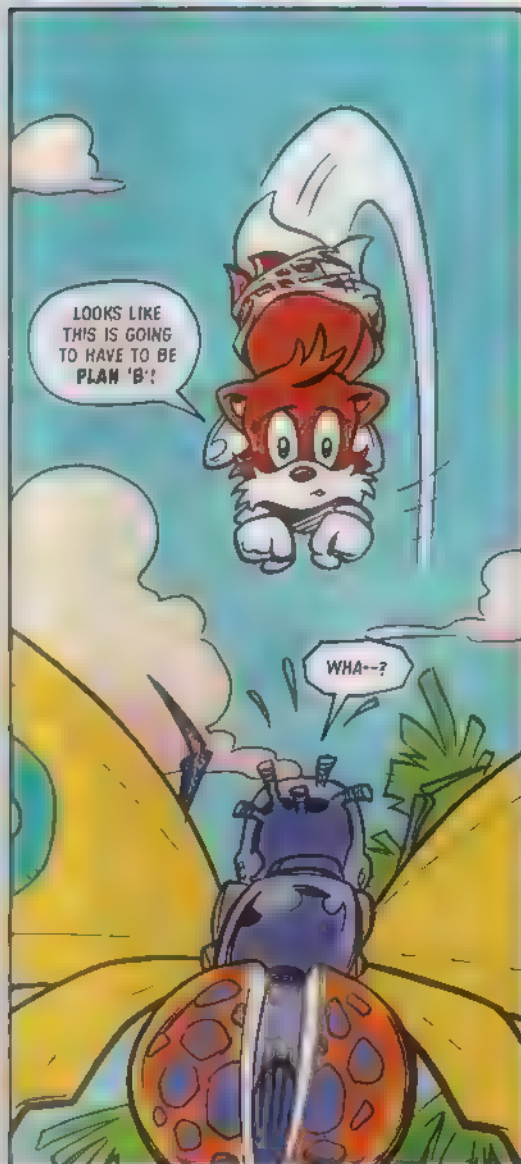
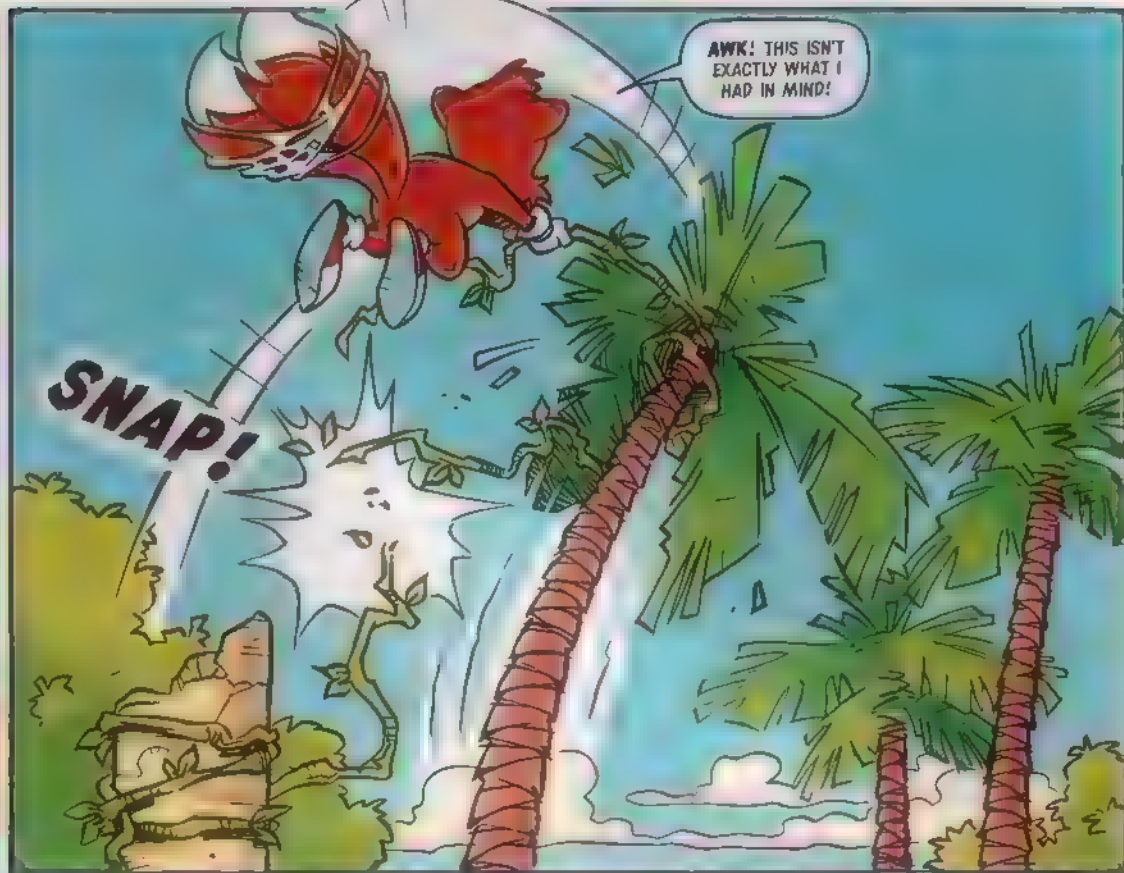


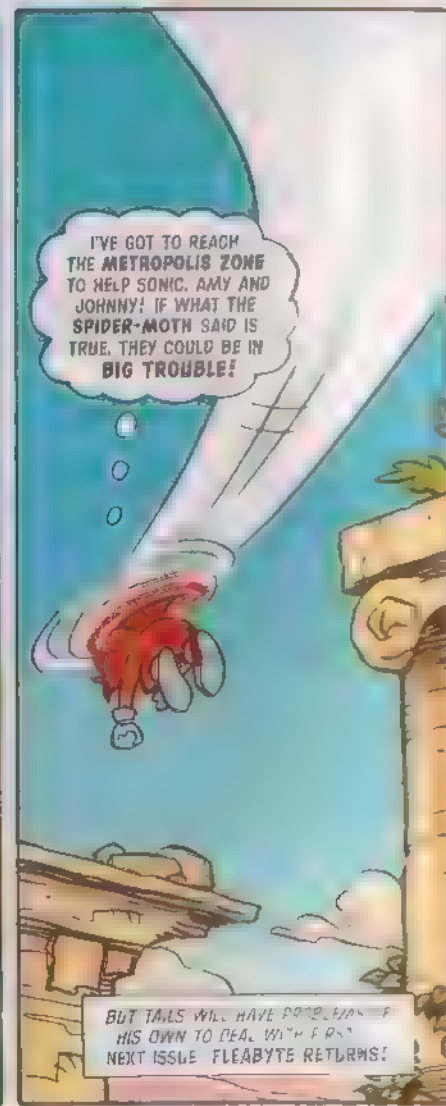
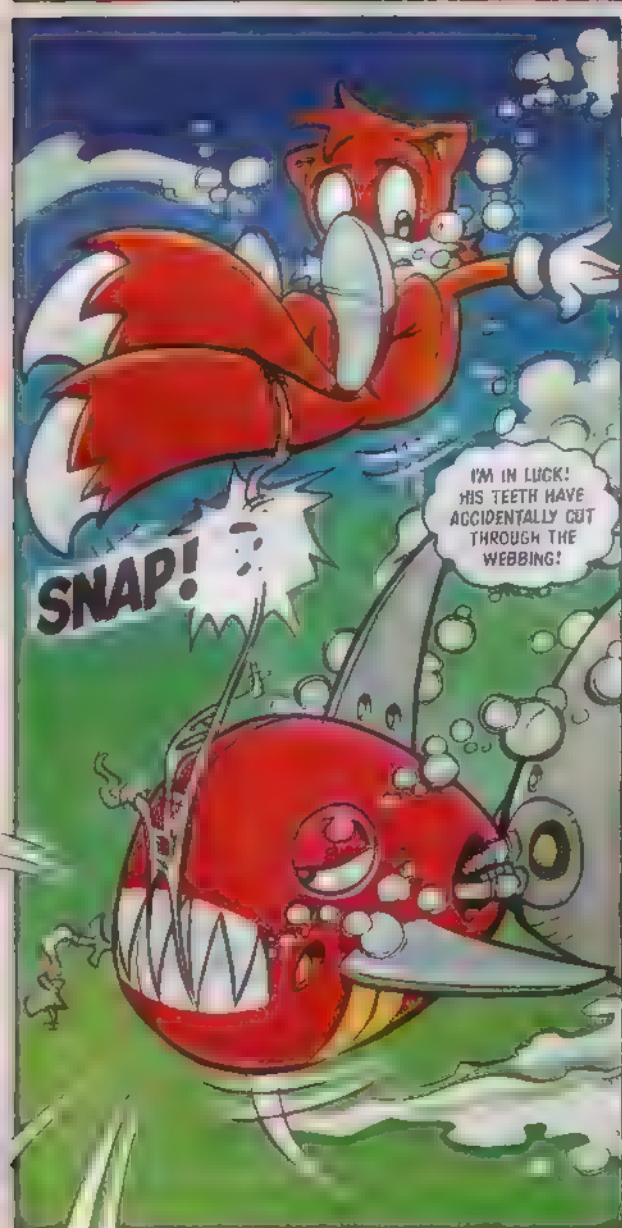
I AM A SPIDER-MOTH! CREATED
BY COMMANDER BRUTUS, THE
SOON TO BE NEW RULER
OF MOBIUS!

MMH . SOUNDS LIKE
BRUTUS IS PLANNING A
REVOLUTION! I HOPE
SONIC AND THE OTHERS
AREN'T IN DANGER! "

"AGAIN, SEE "SONIC'S
WORLD" THIS ISSUE -
Megadroid









ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

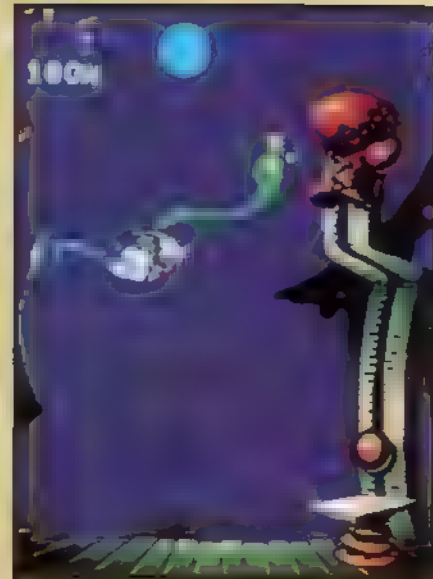
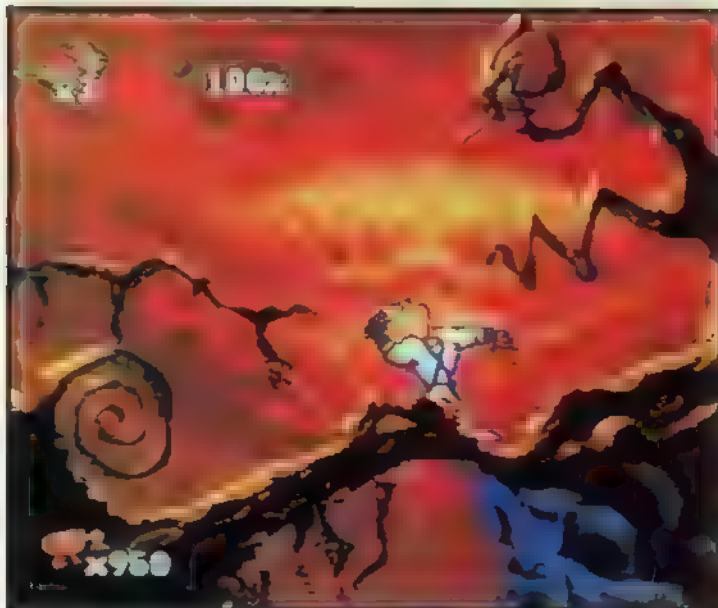
Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

Here's a selection of codes and moves brought to you by Chris Jones.

EARTHWORM JIM 2 PART 1



The worm with attitude is back, and all he needs is you to guide him through the many interesting levels. This is the best platform game ever to hit the Mega Drive - it's an original and fun game, full of flashes of genius. The smooth animation of Jim is top class and his battle to prevent the evil Pscrow from marrying Princess What's-Her-Name takes you to many wonderful places. "Tender" as Jim himself might say!

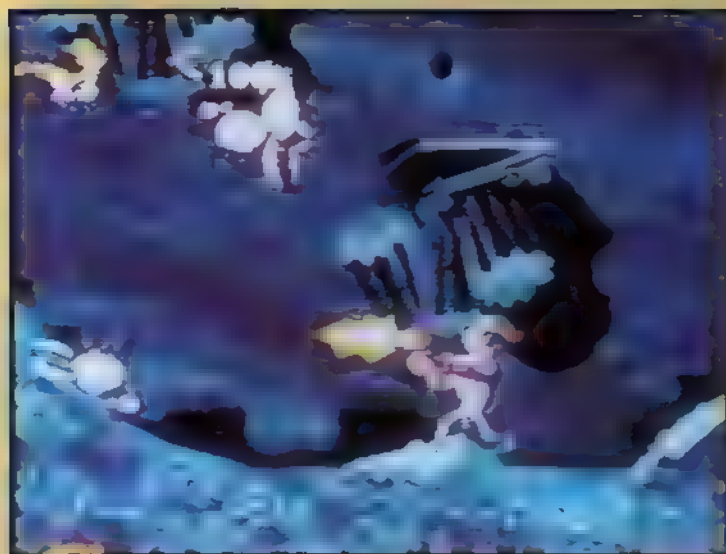


Remember, it takes practice to make the following information work, so keep trying and you'll get the fun you deserve. J Ellerey of London and Samuel Bridgett of Surrey, this is for you.

LEVEL TIPS

ANYTHING BUT TANGERINES

To get past the lake, get a pig and put it on the slide before you try and cross the lake. Piggy will keep the bad guy busy. Remember, everything is reachable on this level. In general though, keep heading for the tops of the screen.



LORENZO'S SOIL

Use your gun to crumble rock away in order to allow you to progress. Spray gunfire around to create more rock fall. Again, the finish is ultimately reached by heading up. The piles of fallen rock will always help you out.

PUPPLY LOVE (LEVELS 3, 6 & 10)

Always go for the first pup thrown and follow the sequence. An attack by the dog will take 30% of your energy away. When the bomb appears, make sure you bounce it across. Three bombs home will let you progress.

BLIND CAVE SALAMANDER

Follow the arrows to get to the gameshow round. Use the money worm cheat to get extra meal worms that will give you more questions in the quiz. Good luck with trying to get the crazy answers.



CIRCUS OF SCARS

Avoid Evil the Cat who is flying around. Do not go on whatever spot he flies off the screen because that is where he comes back.

THE FLYIN' KING

Bump your balloon to the end of the level and shoot it near the monster to move on. If soldiers cling onto your ship, turn around several times to dislodge them. Get to the end faster by using the rockets at the top of the screen to give you and the balloon a push.

UDDERLY ABDUCTED

Get the Cows to their milking stations. Watch out for alien ships who want to steal your Fresians. And remember to dunk all the special Cow bombs in a vat of milk before the counter ticks out. Do this or allow it to be kidnapped and go off the screen with the alien, again before the timer runs out. Terrible consequences await if you fail here ... The homing gun and the whip can help break the cows free from the UFO's tractor beam.

ISO 9000

Use the mice to start the machinery. Get past the filing cabinets with the help of draw number two.

LEVEL ATE

The salt shaker is invincible but you can shoot it to make it back off. Failing this, find another target for it.

SEE JIM RUN. RUN JIM RUN

No tips for the last level. Only those who "Think Jim, feel Jim and are Jim" will reach a state of Jimdom!



NEXT ISSUE: EARTHWORM JIM 2 CHEATS (AND MORE).

SONIC'S WORLD

Revolution

NEW
STORY

EVERY NOW AND THEN, DOCTOR ROBOTNIK UNLEASHES A BADNIK ATTACK ON THE CITIZENS OF THE METROPOLIS ZONE. . .

. . . JUST TO REMIND THEM WHO'S IN CHARGE!

INCOMING!

YIKES! IT'S TIME I MOVED TO A SAFER TOWN!

BUT THERE ARE NO SAFE AREAS ON MOBIUS!

HELP! WHERE'S SONIC WHEN WE NEED HIM?

STAY COOL, DUDES! WHEN HAVE I EVER LET YOU DOWN?

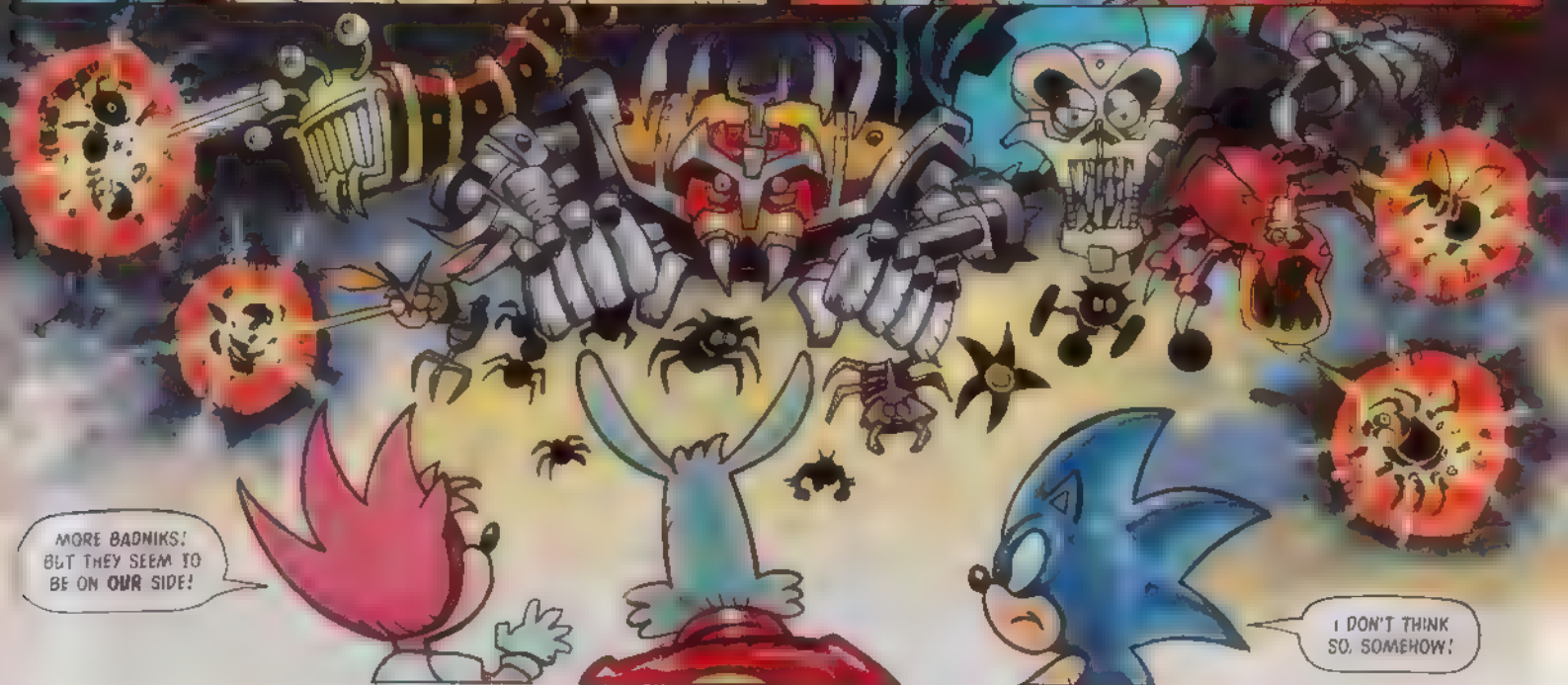
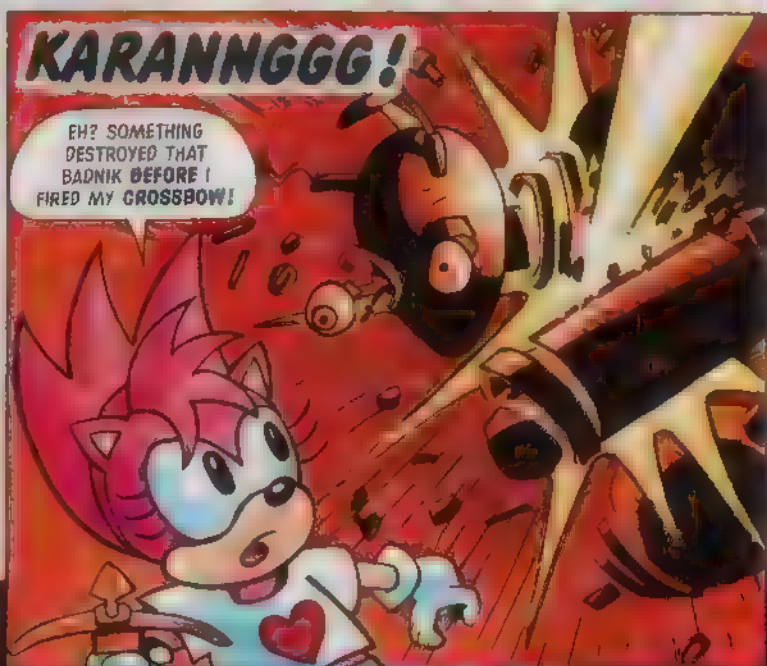
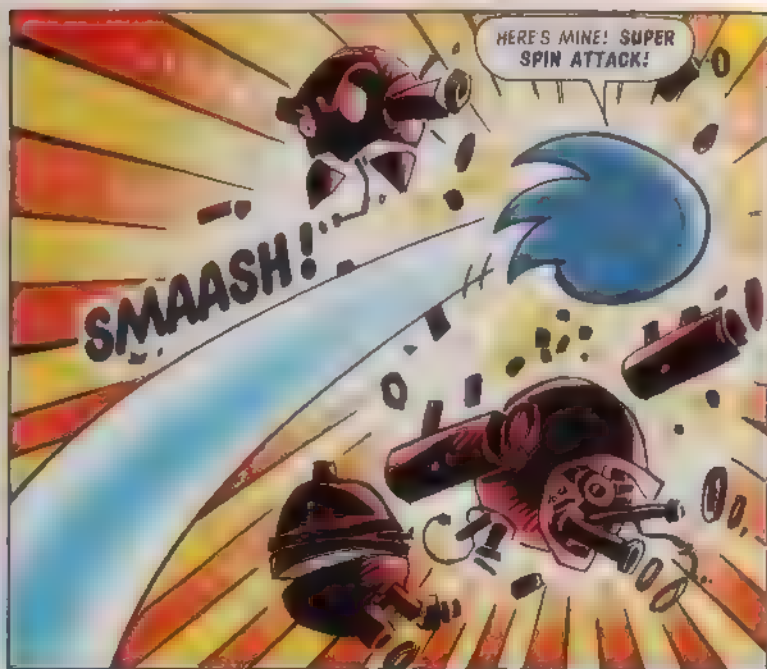
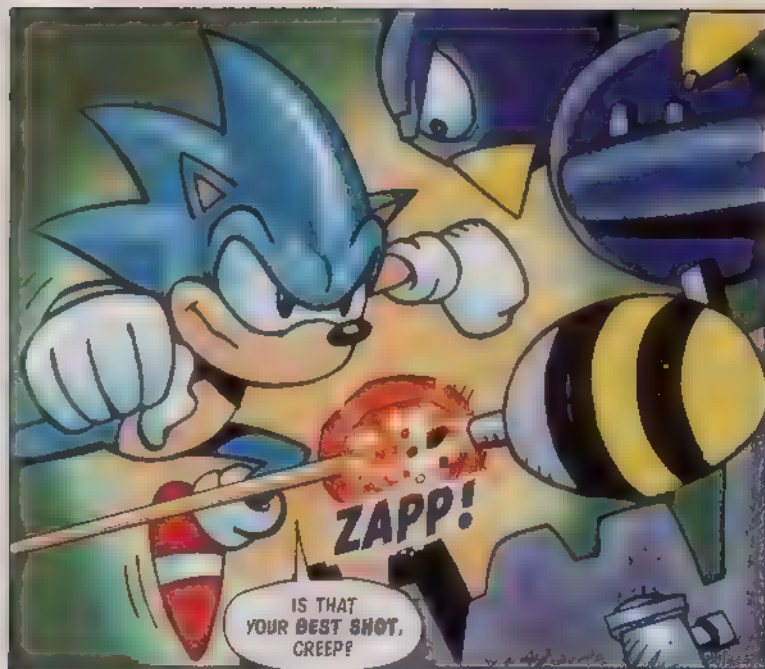
SONIC!

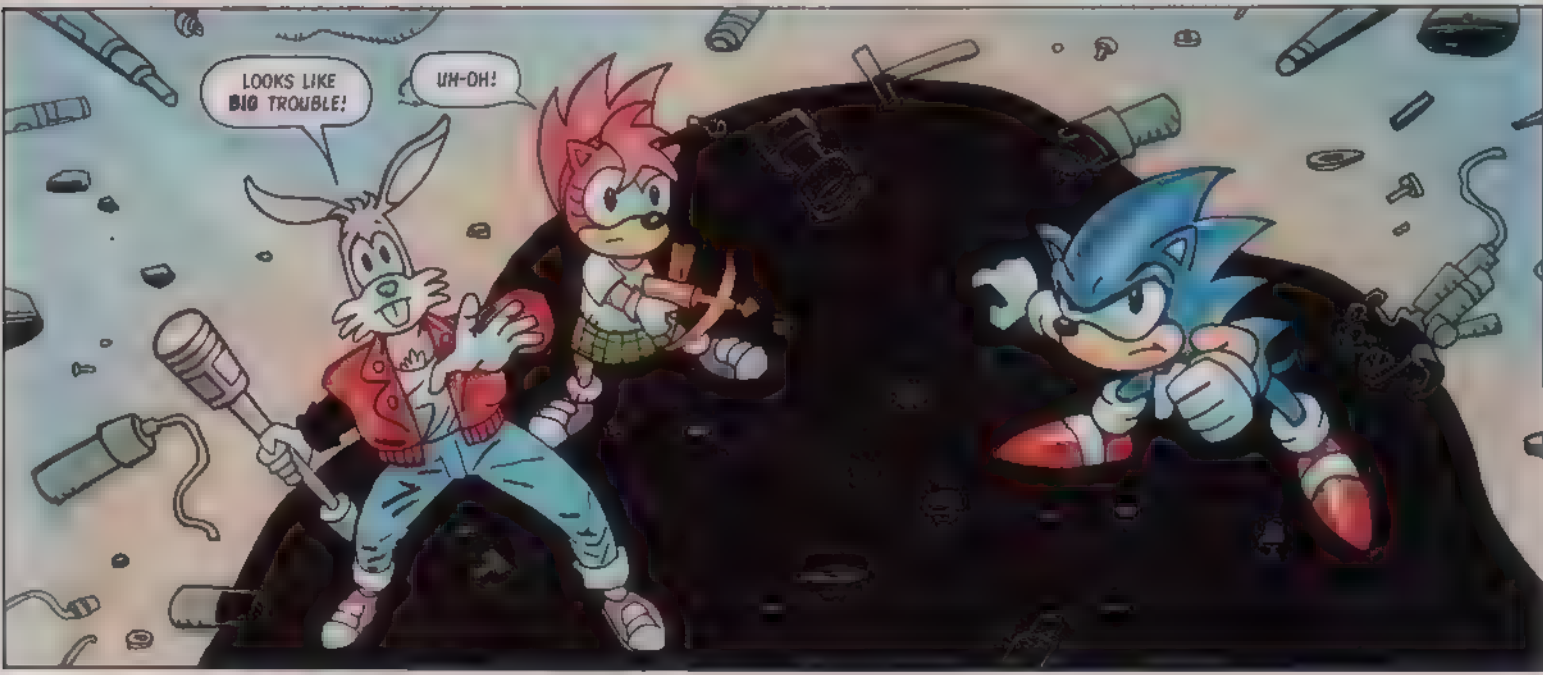
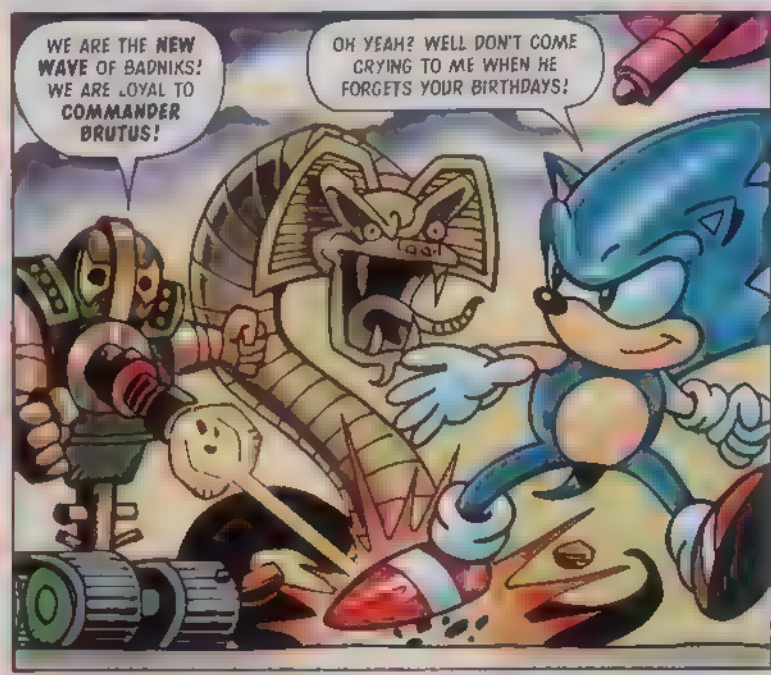
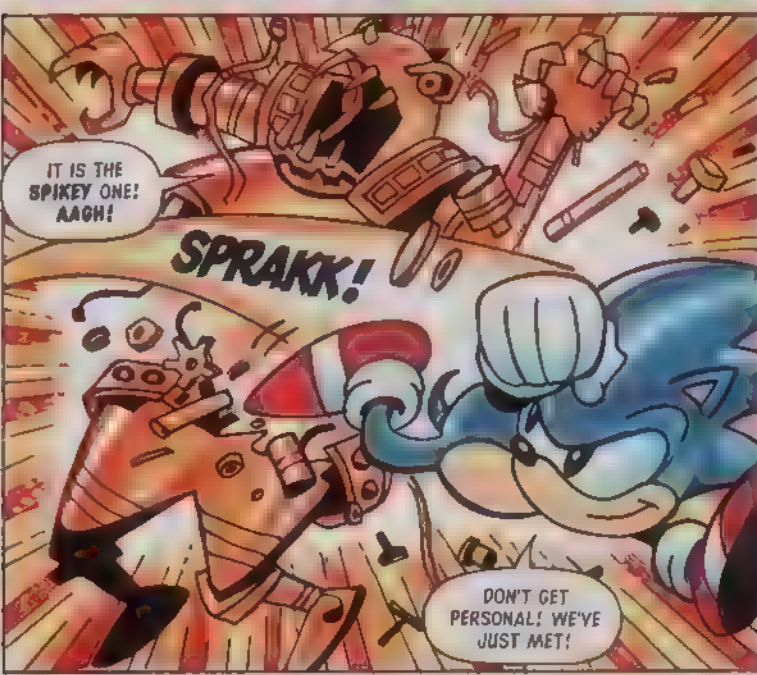
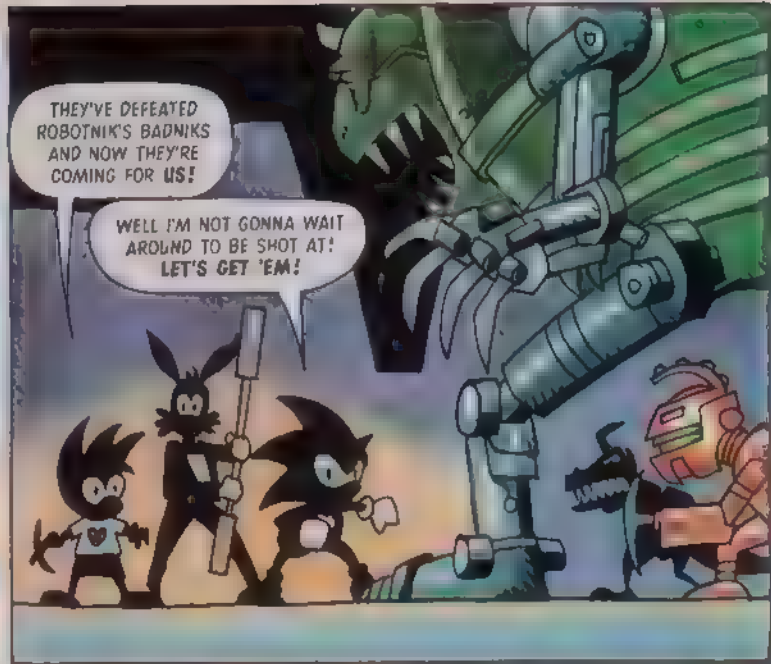
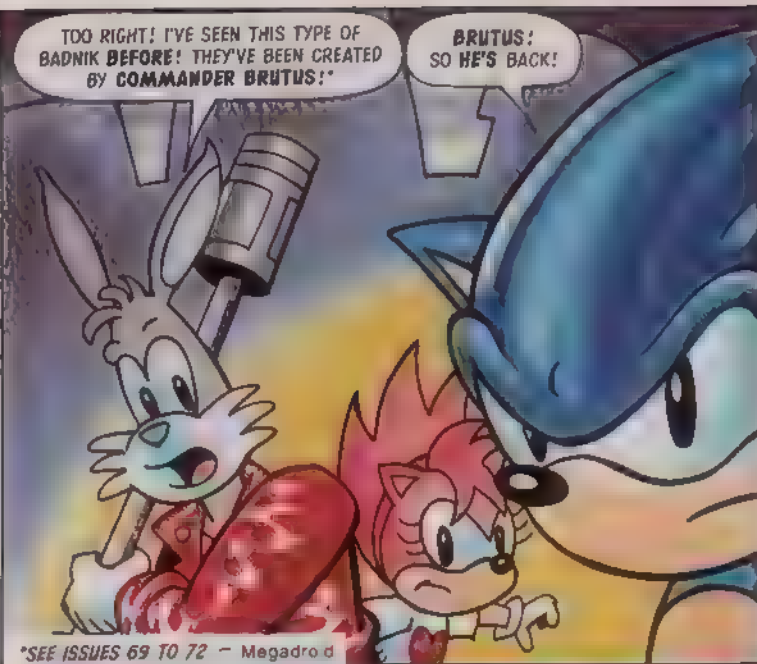
WHAT ABOUT AMY AND JOHNNY?

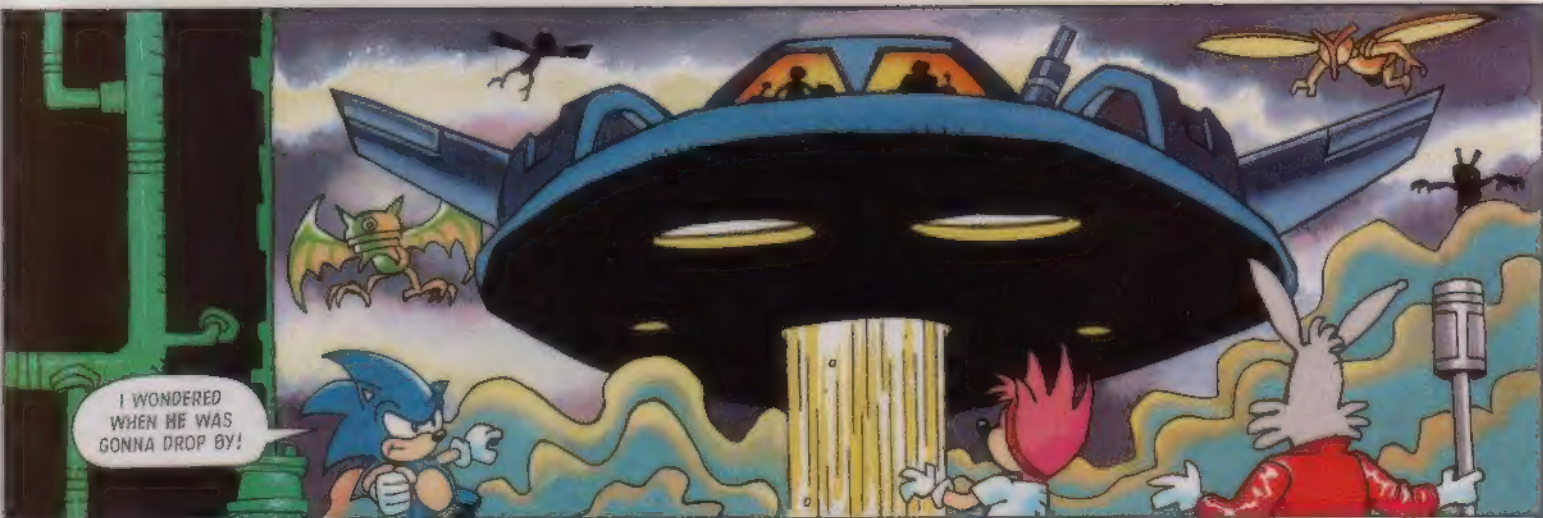
THERE'S NEVER A DULL MOMENT IN THIS ZONE!

ZAP!!

THAT'S THE WAY I LIKE IT, AMY! I GET BORED WITHOUT A DAILY WORKOUT!







IF I THOUGHT LIFE WOULD BE BETTER IF YOU RULED MOBIUS, I'D HELP YOU DEFEAT ROBOTNIK. BUT I'VE A FEELING IT'D BE TEN TIMES WORSE!

ONLY TEN TIMES WORSE! I INTEND TO INCREASE POLLUTION LEVELS TO DESTROY ALL NON-ROBOT LIFE FORMS!

SKDANNG!

FOOL! HAVE YOU FORGOTTEN THAT YOU CAN ONLY DAMAGE ME WHEN YOU'RE SUPER-SONIC?

THAT ONLY HAPPENS WHEN I LOSE MY COOL—BUT IT'LL BE WORTH IT TO TAKE YOU DOWN, CREEP!

YOU WON'T GET THE CHANCE, SPIKEBALL! I'VE UPGRADED MY BLASTER TO MATCH YOUR SPEED!

VAMM!

UGGH!

SONIC!

THE FIGHT IS FINISHED. OUTLAWS! YOU ARE MY PRISONERS!

SONIC THE HEDGEHOG IS DEFEATED. . . NOW NO-ONE CAN STOP ME!

NEXT ISSUE: BRUTUS RULES?



SPEED LINES

EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Sonic & Amy toast
more refreshing
adventures!



Jack Wilson, Avonbridge, Scotland.
Sonic & Knuckles Camera Winner.

TWIST YER ARMADILLO

Dear Megadroid,

I have pin-ups of all the
Chaotix Crew, except for Mighty the
Armadillo. Why not do me a favour
and print one of him, otherwise I'll
come round and bust your circuits!

Aden Carlile,
Newbold, Chesterfield.
Sonic & Knuckles Camera Winner.



Lucky for you Aden,
you've caught me on a
day when my circuits
have just been oiled. As
I'm feeling rather generous and am
prepared to overlook the fact that you
forgot to say please, there'll be a
Mighty pin-up in STC 80.

YELLOW WISH!

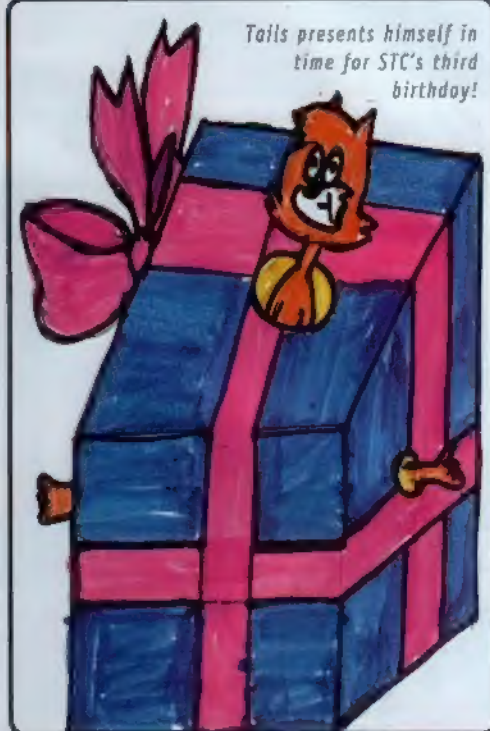
Dear Megadroid,

I would like to see more of
the Super Sonic character in your
stories, where Sonic changes his
colour.

Michael Toomey, Sittingbourne,
Kent. MD2 owner.
Sonic & Knuckles Camera Winner.



You won't have long to
wait, Michael. Check out
next issue's STC for the
start of a new three
parter, featuring Super Sonic, called
The Fury.



Tails presents himself in
time for STC's third
birthday!

Holly Chatwin, Boroughbridge, N Yorks.
Sonic & Knuckles Camera Winner.

WHO'S WHO!

Dear Megadroid,

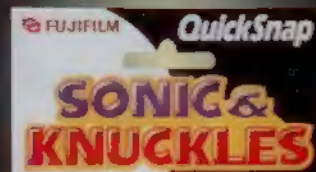
What are the names of the
three Freedom Fighters - the bumble
bee, the porcupine with the horn,
and an alligator?

Charles Large, Wilmslow, Cheshire.
Sonic & Knuckles Camera Winner.



Pay attention now,
Charles. The three
Freedom Fighters are
Amy, Johnny and Porker
(although Porker has since moved to
Knuckles' Floating Island). The
descriptions you give are for the
Chaotix Crew who include Charmy Bee,
Espio the Chameleon and Vector the
Crocodile. The fourth member is
Mighty the Armadillo.

EVERYTHING PRINTED IN
SPEEDLINES WINS A
GENUINE
SEGA SONIC & KNUCKLES
DISPOSABLE CAMERA,
COMPLETE WITH 27 FULL-COLOUR
FUJI EXPOSURES.



Send your e-mail
messages to:

stc@egmont.co.uk



Be sure to include your snail mail (postal)
address if you want to win a prize!

NEXT ISSUE

SONIC SEETHES YELLOW!



NEW
SUPERSONIC
STORY

NEW
TWO-PART
STORY

CHAOTIX CREW!
FUNDAMENTAL FOUR!

COMPLETE
STORY

TAILS!
FLEA-BITTEN AGAIN!

SONIC'S WORLD!
BATTLES, BADNIKS & BRUTUS!

PLUS

**MIGHTY THE
ARMADILLO**
PIN-UP!

EARTHWORM
JIM 2
Q ZONE!

STC 80

ON SALE WEDNESDAY, 12 JUNE '96

£1.20

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME

ADDRESS

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS

.....

BAND/SINGER IS

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 79

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.